

ISSUE NO.
283
SEPTEMBER
OCT/NOV PRE-ORDER

GTM

GAME TRADE MAGAZINE



WEREWOLF

THE APOCALYPSE

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IN THIS ISSUE:

- MYSTICS, MUMMIES, MONSTERS, AND MORE CAN BE FOUND IN **MARVEL HEROCLIX: WHEELS OF VENGEANCE** FROM WIZKIDS!
- TOGETHER, OUR WORLD'S BEST MINDS MUST FIND A WAY TO CONTAIN AND CONTROL THE REACTIONS OF SMIRK AND LAUGHTER'S **TESSERACT**!



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COVER STORY



Rage Required: A View Of The Reimagined Werewolf: The Apocalypse

A new generation of Garou now call upon their Rage to confront the forces of destruction, avarice, and greed ravaging the earth-mother. With tooth and claw the Garou will wrest her from the brink of death — or follow her enemies to the grave.

Will you answer their howl?

by Andrew Lupp

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FEATURES



Marvel HeroClix: Wheels Of Vengeance

With more than 60 figures and all-new Legacy Cards to collect, the tabletop will never be the same! *Wheels of Vengeance* introduces brand new Hero-Glo effects with select figures that show off their powers in even the darkest night.

by WizKids/NECA

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Tesseract: Key Strategies

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The Great GTM Giveaway: Texas Chainsaw Massacre Edition!

80



- Stats for making and playing as Sgt Slaughter and his Marauders.
- Standees and tactical maps.
- Marauders Versus the Slaughter Monster adventure book.

AVAILABLE NOW!

RGS02565

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- Special Hero Figure expansion!
- Add Triple T, to your team's arsenal!
- Unique combat cards

AVAILABLE NOW!

RGS02558

MSRP \$22

SGT SLAUGHTER REPORTING FOR DUTY!

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DUNGEONS & DRAGONS

INTRODUCING: TREASURE BAGS

Sirius Dice
introduces Treasure
Bags with Random
Dice Sets.

Each comes with a 7
dice set, metal coin,
and a D&D Dice Bag!



MSRP: \$19.99 per bag
PDQ contains 25 bags



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Greetings Dear Readers!

Welcome to your September edition of *Game Trade Magazine*.

Even as autumn winds approach, things are just warming up and we have some awesome games for you to check out!

We kick things off with Renegade Game Studios' release of the *Werewolf: The Apocalypse* 5e RPG Core Rulebook. Your adventures in the *World of Darkness* continue with a whole new generation of Garou – can your characters abate the destruction facing Mother Earth?

And if that's not enough monster action for you, be sure to check out WizKids' latest spook-tacular expansion for *Marvel HeroClix: Wheels of Vengeance*!

Not only is this latest set filled with multitudes of monsters and mystics, you'll also find figures enhanced with all-new Hero-Glo effects! These special figures shine brightest when your games are at their darkest!

If you like your action a bit more cerebral and sci-fi, then you'll want to take a look at *Tesseract* from Smirk and Laughter! This nail-biting co-op is sure to please fans of puzzles and dice games alike, and it's definitely one I'm looking forward to bringing to the game table this year!

Of course, if you're a sci-fi fan and want to inject a little cerebral action into your next RPG, then Evil Genius Games has you covered with their *Total Recall* sourcebook for the *Everyday Heroes* system.

I can go on and on, dear readers, but you know the drill — all this and so much more can be found in the latest issue of *GTM*!

As we part this month, please join me in wishing my dad a very happy birthday this month. As a young lad, he nurtured my interest in games with such classics like *Sorry*, *Risk*, and many more. I definitely wouldn't be where I am today were it not for all the games we played together as a family.

Happy Birthday Dad! ❤️

Game on,
-JG



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OOPS!

In GTM issue #282 (August 2023), we accidentally substituted an image of CrowD Games' *Fabled: The Spirit Lands* in place of Renegade Game Studios' *Diplomacy* on page four of our Table of Contents. **Our sincerest apologies to both contributors, as well as fans of each game, for any confusion.**

We strive for excellence with each issue and while minor errors may occur from time to time, this is a first for us — so after careful consideration we are going to put the New Guy in charge.

ADVENTURE BOOK GAME

THE LORD OF THE RINGS

Sauron's shadow has fallen across Middle-earth, and the One Ring must be destroyed. Relive iconic film storylines and moments in The Lord of the Rings Adventure Book Game!



Play with detailed miniatures



Experience 8 illustrated board game "pages"



Avoid the One Ring's corruption



Age: 10+ | 1-4 Players | 20 min/chapter

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Ravensburger

Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or May.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first issue*, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON



MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.
TAC 691486.....\$34.95

ULTRA PRO



AMY BROWN
Scheduled to ship in July 2020.

AUTUMN STROLL PLAYMAT
UPI 15550.....\$14.95

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15525.....\$14.95

MORGAN LE FET PLAYMAT
UPI 15526.....\$14.95

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15549.....\$14.95

PASSAGE TO AUTUMN PLAYMAT
UPI 15530.....\$14.95

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15527.....\$14.95

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15526.....\$14.95

WHERE THE WIND TAKES YOU PLAYMAT
UPI 15527.....\$14.95

USAOPOLY

SPOTLIGHT ON



CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO 68010720.....\$14.95

DRAGON BALL Z: COLLECTOR'S CHESSE SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color battle of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO CH113449.....\$14.95

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.
USO MND0595.....\$14.95

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC0210103.....\$14.95

SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.
USO 5006712.....\$14.95

SPOT IT!: RUDOLPH
Get ready for a magical winter wonderland with Rudolph Spot It. Scheduled to ship in September 2020.
USO 50033069.....\$14.95

SPOT IT!: PROTOPIA
Get ready for a magical winter wonderland with Rudolph Spot It. Scheduled to ship in September 2020.
USO 50033069.....\$14.95

WIZARDS OF THE COAST

FEATURED ITEM



MAGIC THE GATHERING CCG: ARENA STARTER KIT
WOC C7512000.....\$14.95

MAGIC THE GATHERING CCG: CORE 2021
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BOOSTER DISPLAY (34) WOC C75030000.....\$14.95
BUNDLE WOC C75070000.....\$14.95
COLLECTOR BOOSTER DISPLAY (12) WOC C75100000.....\$14.95
PLANESWALKER DECK DISPLAY (10) WOC C75060000.....\$14.95
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400.....\$14.95

WIZKIDS/NECA

SPOTLIGHT ON



DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 160mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019.....\$69.99

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster released The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Frightful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752.....\$129.90

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755.....\$9.99

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753.....\$16.99

FEATURED ITEM



SUPER-SKILL PINBALL: 4-CADE
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, structure, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching ballpools for something new and exciting! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520.....\$24.99

FEATURED ITEM



SPOTLIGHT ON
These products have been deemed as not-to-be-missed by the GTM Bullpen and are highlighted to nab your attention. Be sure to check these items out!

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON



SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

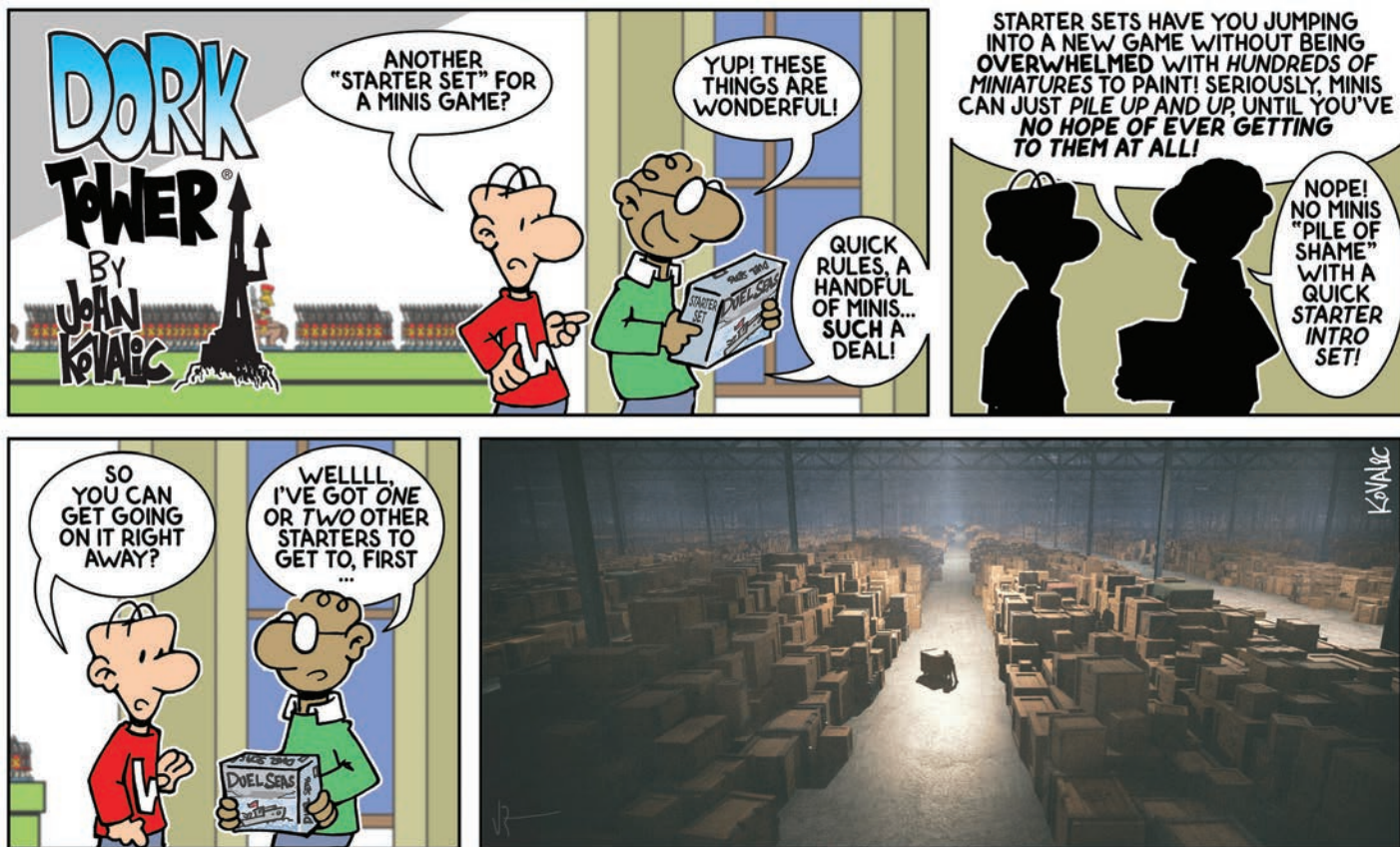
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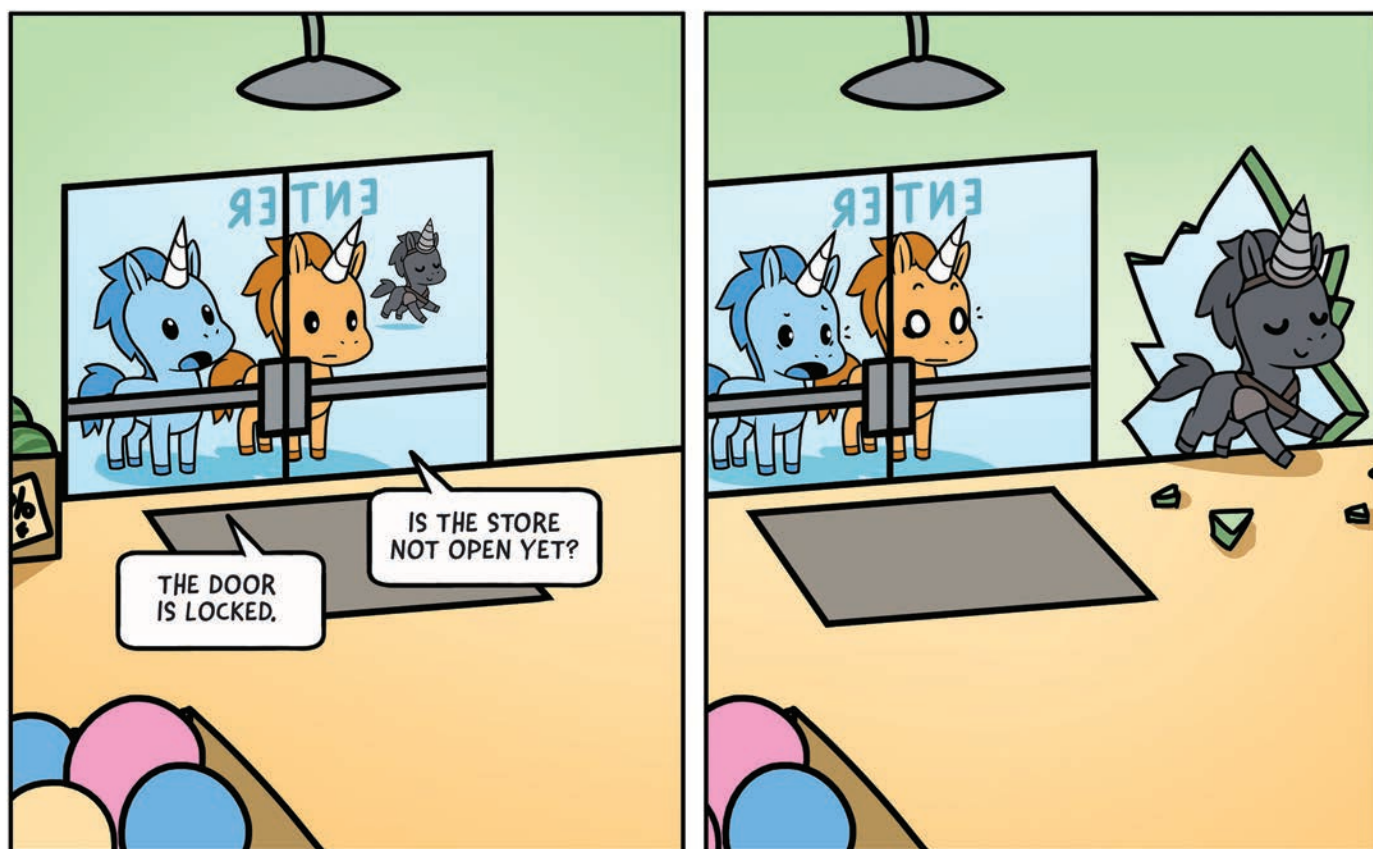
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UNSTABLE GAMES.COM



Our award winning, deceptively challenging game is now "boopier" and "spoopier" than ever.

2 players, 10+
25 min



Features a quilted cloth playing board & 34 adorable kittens!



NEW Ghost Cats move between spaces and scare you into the next open space!

Every time you place a kitten on the bed, it goes "boop." Which is to say that it pushes every other kitten next to it one space away. Line up three kittens in a row to graduate them into chonky adult cats... and then, get three cats in a row to win.

But that isn't easy with both you AND your opponent constantly "booping" kittens around. It's like... **herding cats!** And now, things just got boopier and spoozier - with NEW Ghost Cats that float between the spaces. And so scary, cats will leap right over each other to get away!

Just in time for Spooky Season!

SND 1013 \$34.99



RAGE REQUIRED

A VIEW OF THE REIMAGINED **WEREWOLF** RPG



WEREWOLF THE APOCALYPSE RPG: 5TH EDITION CORE RULEBOOK

RGS 01136 \$55.00 | Available August 2023!

The long-awaited *5th Edition* of *Werewolf: The Apocalypse* is upon us. The relaunch or reimagining of the Werewolf RPG using the 5th edition Storyteller system arrives at a time that is poignant for humanity, where environmental dangers threaten our existence. As a new generation Garou, you will confront the forces of destruction, avarice, and greed ravaging the earthmother.

Werewolf: The Apocalypse 5th Edition includes everything needed to build your own Garou character and vie for renown as a part of one of eleven tribes. Dive deep into the lore of each tribe and explore their blessings granted to them by mighty Patron Spirit that grants its favor to its followers. Each werewolf also has an Auspice — a blessing of the great moon-spirit. In this way, the rules promote a deep sense of connection between the real-life players, their lycanthropic characters, and the world around them. With this unique system, each player has a chance to explore the division within themselves, where they are forever at risk of losing control as well as the duality that exists in living between two worlds. A reverent expression to how many people may feel about the world in which they live today.



But in the *World of Darkness*, there is so much more. The supernatural exists. Monsters are real and may exist at any level of society. In this gothic-punk world, player characters must continually confront the machinations of the ever-present Wyrms — a primal force of entropy and decay, considered to be the chief threat to Gaia.



But make no mistake, this game is about RAGE. *Werewolf: The Apocalypse* is a storytelling game about radical solutions, exploring an environmental apocalypse in which a range of injustices throughout the world provokes urgent responses and violence. Garou see themselves as the caretakers of the environment and will do anything to avert the coming environmental apocalypse. Maily fighting against Wyrms and corrupt society, but perhaps also fighting amongst themselves to assert their tribe's agenda over another's.





results. If character rolls two or more Brutal results this can cause a Brutal outcome. A Brutal outcome causes a test to fail (usually with something being wrecked, harmed, or destroyed), unless the aim of the test WAS to cause damage or injury, in which case a Brutal outcome yields four additional successes. Determining when to use Rage and when to kept in check is a key element to what differentiates the *Werewolf RPG*.

Included are rules for supernatural benefits known as Gifts: the ultimate expression of a pact between a werewolf and their spirit. Another defining element is the ability of the werewolf character to assume multiple forms. There are five forms in total from *Homid* (you know, human) to *Lupus* or pure Wolf form. Of course, there is the most terrifying *Crinos*: the war-form. It's the form that immediately screams "werewolf!" to anyone observing it. It is the most powerful form in many ways, with raised stats and abilities, but it is also the riskiest. The character — in *Crinos* form — may go into a Frenzy if it doesn't kill something. Being in a Frenzy has its own milieu of benefits and detriments but it's sure to cause the chronicle to take a major turn for the characters.

This 300+ page hardcover book also includes an introductory story "No Matter How Small" to guide new Werewolf players and veteran *World of Darkness* enthusiasts through their first game. It includes Call-outs for first-time Storytellers to emphasize how to manage the flow of each chronicle, adjust the narrative, and make things their own.



Being mature in nature and dealing with mature subjects, *The Werewolf RPG* core book also includes a Guide for Considerate Play, that allows extensive advice and resources for players and Storytellers to be as inclusive as possible, providing an atmosphere of comfort for the players. This entry in the *World of Darkness* series doesn't shy from mature themes believing that the inclusion of problematic subjects in a Storytelling game is not the same as glorifying it. The *Werewolf RPG* calls upon you to face these challenges and overcome them while saving the world from apocalypse.

Will you answer their howl?

When will you Rage?

...

Andrew Lupp is the VP of Sales at Renegade Game Studios

From the game master's or *Storyteller's* perspective, this presents many unique opportunities for rich and immersive play sessions. This is a game where the differences between us can be celebrated, the social interaction of player characters can take center stage. So much so that from the start players create a Relationship Map to draw lines between important interactions both benign and malevolent.

As with other *World of Darkness* RPG products — the *Storyteller* system promotes less dice rolling, and more player interaction. But when extraordinary circumstances require extraordinary effort, Skill Tests may be required. Players simply describe what their character is attempting to achieve and how. The *Storyteller* tells them which of their character's Traits to use to assemble a dice pool. The *Storyteller* sets a Difficulty which requires a certain number-of successes based on that difficulty; and players roll to see the outcome of that test. But where things get interesting are the use of Rage and Rage Dice.

Perhaps the single most defining characteristic of werewolves, Rage forever roils in the hearts and souls of Garou. It becomes manifest in their bodies and allows them to perform terrifying acts of brutality. In gameplay terms, Rage is a tracker spanning from 0 to 5. This is tracked usually by keeping several Rage dice next to a player. Rage can be gained in multiple ways: howling at the moon, harm, and humiliation and so forth. How this manifests itself in gameplay is that for every point of Rage, a player replaces a regular die with a Rage die in pools. Rage dice have similar faces to regular 10-sided dice, except that "1" and "2" are considered Brutal die



MARVEL HEROCLIX WHEELS OF VENGEANCE WIZKIDS

MARVEL HEROCLIX: WHEELS OF VENGEANCE BOOSTER BRICK
WZK 84873 \$169.90 | Available October 2023!

MARVEL HEROCLIX: WHEELS OF VENGEANCE PLAY AT HOME KIT
WZK 84875 \$19.99 | Available October 2023!

MARVEL HEROCLIX: WHEELS OF VENGEANCE DICE AND TOKEN PACK
WZK 84878 \$14.99 | Available October 2023!

The crackle of flames, the rattle of chains, the revving of an engine - it's the unmistakable sound of GHOST RIDER! Experience the Spirit of Vengeance like never before in this bone-chilling *HeroClix* set!

As the name suggests, *Wheels of Vengeance* emphasizes some of the coolest two-wheelers to ever roll across the pages of your favorite comics. However, you will also find mythical mounts like the eight-legged Sleipnir and even the Headless Horseman! Whether you like vampires, vampire hunters, mummies, mysticism, or high-speed motorcycle hijinks - this set has something for you!

On the gameplay side, there are two new takes on vehicles: non-unique equipment that will allow you to get your whole team on motorcycles and "pop-off" style characters reminiscent of the old motorcycle-mounted Black Widow's "TIME TO GET OFF THE BIKE" ability. When a vehicle-riding character is KO'd, a sidelined pilot character can be placed in their last occupied square to continue the action! There's also a running mechanical theme of Fire in this set, where some characters make a special kind of smoke terrain that deals damage to anyone that stands in it for too long.

HOWARD THE DUCK™

DEFENDERS, ANIMAL, CELEBRITY, MARTIAL ARTIST, MYSTICAL, POLITICIAN

QUACK SHOT

Ranged Combat Expert. Probability Control, but only to target himself.

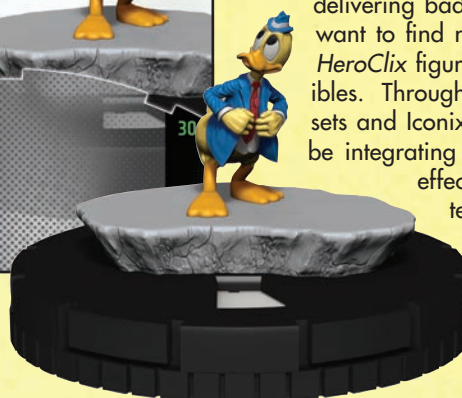
TEAM PLAYER

FREE: Choose a team ability that a friendly character can use (that isn't Uncopyable). This character can use the chosen team ability until you choose again. Uncopyable.

5	1	2	3	4	5
6	6	5	5	KO	
10	10	9	9	KO	
17	17	16	16	KO	
1	1	1	1	KO	

INTRODUCING HERO-GLO

There are more than 60 figures to collect, and nearly a third of them feature Hero-Glo treatment, which will give them a slick glow-in-the-dark effect. As we continue to ramp up the toyetic and collectible nature of *HeroClix* with products like *Iconix*, we also want to play around with some twists to the physical format of the miniatures. In addition to delivering badass gameplay, we want to find new ways to make *HeroClix* figures into hot collectibles. Through other upcoming sets and *Iconix* products, we will be integrating additional special effects to give figures textures and styles that are highly collectible!





Daimon Hellstrom

Who better to show off some flashy hellfire than the infernal Daimon Hellstrom? Complete with his signature pentagram birthmark, Daimon is poised and ready to shoot soulfire at any foe who dares challenge him!

Ghost Rider

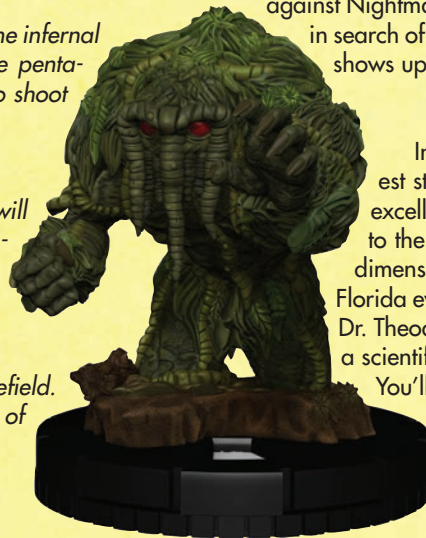
Reared up and ready to roll! Your opponent will think twice before taking a swing at the chain-wielding Johnny Blaze – whether the lights are on or off!

Iron Fist

Iron Fist is ready to focus his chi on the battlefield. Hero-Glo perfectly highlights the mystical source of his power!

BLAZE OF GLORY!

Consumed by the Spirit of Vengeance, many souls have taken on the role of the Ghost Rider. Whether you prefer the chain whip of Johnny Blaze or the robotic fury of Kenshiro Cochrane, this set has it all! Characterized as a skeleton enveloped in hellfire, each rider has their own distinct powers and personality. Perhaps just as notable as the ghost riders themselves are their mounts, which have ranged from a classic black hellcycle to a flaming stallion. With the Wheels of Vengeance set, you'll be able to cast your Penance Stare upon the ghost rider's most diabolical demonic adversaries! Lilith, the Mother of Demons, has vied for world domination with the help of her children, such as Blackout. Johnny Blaze and Danny Ketch both fought



against Nightmare when he descended from the dream dimension in search of more power. Even Blackheart, spawn of Mephisto, shows up to cause trouble in this set.

THE NEXUS OF ALL REALITIES

In a pairing pulled from some of Marvel's strangest stories, Howard the Duck and Man-Thing make an excellent team! From humble beginnings in Duckworld to the Nexus of All Realities, Howard was thrust across dimensions by the demon Thog, finally landing in the Florida everglades. Man-Thing, who's previous identity was Dr. Theodore "Ted" Sallis, took on his current form while on a scientific expedition to recreate the Super-Soldier serum. You'll be able to join forces with the Legion of Monsters to defend the Nexus!

A HORSE OF COURSE

This set contains a slew of horsemen that are champing at the bit for some HeroClix action! Carter Slade is prepared to wrangle and tangle with every outlaw, bandit, and crook plaguing the Wild West! Known as the Phantom Rider, Slade has fought to defend the frontier from evil forces that range from human to supernatural. This set also introduces an unexpected ghost rider, the Revolutionary-era Headless Horseman, complete with flaming head in hand! Finally, don't sleep on Sleipnir, who is reared up and ready to fight! Odin's mythological mount will be an incredible asset to any Asgardian team.

Marvel HeroClix: Wheels of Vengeance hits stores this October!

MAN-THING™
DEFENDERS, LEGION OF MONSTERS, MIDNIGHT SONS, THUNDERBOLTS, MONSTER, MYSTICAL WARRIOR

★ YOU'VE GOT ANOTHER THING COMING

Plasticity. // When Man-Thing is damaged by an opposing character within 4 squares, after resolutions you may place him adjacent to that character. // Man-Thing takes a maximum of 1 damage from attacks, can't be healed, and can't be chosen for Mastermind. Protected: Pulse Wave.

🔥 BURN AT THE TOUCH

Poison. When Man-Thing uses it, he instead deals damage equal to half his click number (rounded up).

🏠 RETREAT INTO THE SWAMP

Toughness. // When this click is revealed, after resolutions generate a water terrain marker in Man-Thing's square.

🛡️ DEFENDERS

When this character is attacked, you may replace its defense value with the printed defense value of an adjacent friendly character that can use this team ability.

REAL NAME: DR. TED SALLIS
APPEARANCE: FEAR 11 (1972)
© 2023 WIZARDS OF THE COAST, LLC. © MARVEL

🌀 PHASING/TELEPORT

👤 SIDESTEP

☠️ POISON

🛡️ INVULNERABILITY

🔥 TOUGHNESS

🌿 EXPLOIT WEAKNESS

💥 BATTLE FURY



WORLD OF TANKS

MINIATURES GAME



Chris Townley, lead designer of the new **World of Tanks: Miniatures Game** and long-time fan of the computer game takes a closer look at what you can expect hitting shelves over the coming months.



When the World of Tanks computer game originally came out I was instantly hooked. Roaming round a battlefield in a massively armoured behemoth all whilst blowing up enemy tanks was right up my alley. When I was given the opportunity to work on a tabletop version of the game I couldn't have been more excited! Since it's initial release we have continued to expand the game with bigger and better tanks and we are right on the cusp of launching our biggest models yet.

NEW STARTER SET

You can't miss the new Starter Set. Not only is the packaging big and bold, but the pre-painted tanks inside are absolute monsters!

We've included four high-tier tanks; the iconic German Maus, the resilient Soviet IS-3, the legendary British Centurion Mk. I, and finally the American tank designed to counter the Tiger II, the T-29. These are some of the best tanks we have ever made and are already fan-favourites of online gamers.

Inside the box we still have everything players need to play straight away with a variety of upgrade cards for players to personalise their tanks, cardboard terrain, dice and rulebook.

Speaking of the rulebook, existing players will be happy to know that the rules haven't changed so they can grab the box and dive straight in. New players will be playing within minutes thanks to a step by step "your first game" section that means players can start playing quickly, then read the full rules later.

THE LINEUP OF STARTER SET TANKS

MAUS



CENTURION MK. I



IS-3



T29





NEW PLATOON PACKS

The World of Tanks range has grown over the past few years to include a wide variety of miniatures and we wanted to make life easier for retailers and new gamers alike by creating new Platoon Packs. These packs feature three tanks from one nation making it simpler for fans to collect all the models from one nation. They also contain a selection of upgrade cards, some of which are exclusive to the tanks in the pack, whilst others are useful no matter what a player chooses to field.



These new packs contain existing models from our range and have been designed to give players an interesting mix of tanks that will build upon a players collection.

Our first two waves have iconic models like the Tiger I, Easy Eight, Crusader and T-34, with even more planned!

WHERE TO NEXT

The new Starter Set and Platoon packs are just the beginning of what is going to be a massive year of heavy hitting tanks. We've never been more excited and know that players are going to be amazed at the fantastic range of models we've developed.



For more information visit
www.GF9.com

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 LET'S BATTLE

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TOTAL RECALL

A CINEMATIC ADVENTURE

evil genius
PRODUCTIONS

EVERYDAY HEROES RPG: TOTAL RECALL CINEMATIC ADVENTURE

EVL 07000 \$24.99 | Available August 2023!

By the year 2084, humanity has expanded across the solar system. Colonies exist on most planets or their moons, and the wealthy can sail on space cruise ships between worlds to visit exotic vacation spots. For the rest of humanity, there's Rekall — a company that implants memories of incredible vacations without all the hassle and expense of the real thing. Enter this world, find adventures and danger of your own making, and figure out if what you're experiencing is real...or an implanted memory.

Based on the science fiction action film from 1990 starring Arnold Schwarzenegger as Quaid, *Total Recall: A Cinematic Adventure* builds on Evil Genius Games' *Everyday Heroes* core rulebook for modern d20 gaming. Players can participate in a mission to liberate Mars, enjoy the thrill of space exploration, fight mutants, discover alien technology...all the while knowing their memory may have been altered—by choice or by nefarious foes.

Lead game designer Chris "Goober" Ramsley shares an insider's look at how this game was crafted and what players can look forward to.

What elements went into the design of *Total Recall: A Cinematic Adventure*?

There were tons of ideas from the film to work with! Elements like mutations, psychic powers, memory alteration, Mars, and alien technology were all things we could model and explore in this book.

How did you honor the film, while tying in elements unique to Evil Genius Games?

I wanted to include all of the different concepts introduced throughout the film, and then expand on them for the game's rulebook. So I asked: What else can alien tech do? What other mutations could you have? How can you play a game when your own memory might not be trustworthy? There are so many adventures to be had in the world of *Total Recall*.

What challenges arose as you designed the game?

In terms of game mechanics, I feel like everything fell into place really nicely, but one area I spent a lot of time considering was the connotations of mutations. Mutation mechanics can get really ableist really fast if you're not careful. Ultimately, I included "detrimental" mutations that give you mechanical penalties, but I also made sure to call out that they exist only to let you balance out taking cool mutant powers. You never need to use them if you don't want to, plus you can

always have any kind of mutation you want without it having any mechanics attached to it.



How do the character classes stand out in *Total Recall*?

There are some wild classes in this game! To start with, there are three mutant-specific classes that represent having such awesome mutations that it takes a whole class to contain them. You can be a Mutant Psychic like Kuato, a Mutant Giant who gets to be large size, or a Mutant Shifter with shapeshifting powers. There's also the Mind Doctor, who carries around portal Rekall tech and can mess with peoples' minds, and the Martian Gadgeteer, who gets a ton of wild Martian technology. Plus, there's the Spy, letting you play a hero like Quaid.

Are there any cool new elements you'd like to highlight?

Beyond the new classes, another cool thing you get in this book is rules for all kinds of intense environments. Gravity, pressure, and temperature rules let you play games set on other planets, in the vacuum of space, or deep underwater. There are also rules for using an enemy as a human shield.

What can gamers expect when they play?

A real wild ride, I'd say! *Total Recall* is all about big action and big twists. The GM has plenty of curveballs to throw, but so do the players!

Anything you'd like to share about the included adventure, *The Enemy Is Us*?

One cool tidbit is that my dad has written a bunch of research papers about the moons of Mars, and we got to use some of that information in writing the adventure here. Just expect the fictional reason there are mysterious grooves all over Phobos to be a little more science-fiction than the real research suggests.

Any final thoughts about what makes this game unique?

I think *Total Recall* especially shows both how versatile our core rulebook, *Everyday Heroes* can be, and also how much cool stuff can be added to it. You can play a psychic mutant fighting robots on Mars, and it still feels like *Everyday Heroes*!

...

Learn more about *Total Recall: A Cinematic Adventure* at Evil Genius Games.





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RPG SCALE

THE EXPANDING WORLD OF ROLL PLAYER ADVENTURES

THUNDERWORKS
GAMES

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TWK 4501 \$49.95 | Available November 2023!

ROLL PLAYER ADVENTURES: GULPAX'S SECRET EXPANSION
TWK 4502 \$49.95 | Available December 2023!

This fall Thunderworks Games will release *Gulpax's Secret*, the follow-up campaign to *Roll Player Adventures (RPA)* and its first expansion, *Nefras's Judgement*. All are set in a fantasy world that has been expanding since *Roll Player* first launched in December 2015.

From the beginning, Thunderworks Games designer and publisher Keith Matejka wanted to create a game that would resonate with as many people as possible, allowing players to insert themselves into the characters they were building.

"I liked this idea of a wide-open game where you could mix and match everything," Matejka said.



BIRTH OF ULOS

Alone, *Roll Player* and its focus on character building was a small, self-contained world. It wasn't until expansions and other games appeared that the World of Ulos took shape.

"Initially, I didn't think of the game as being in a specific world," Matejka said. "But over time, and out of necessity with the design of new games, the world became more detailed."

Roll Player's Monsters & Minions and *Fiends & Familiars* expansions populated the world with creatures, large and small. *Lockup: A Roll Player Tale* expanded the world to a specific setting, inside Kulbak prison. *Cartographers* broadened the world even more with players mapping a variety of different regions, and *Dawn of Ulos* explored the power of gods and the birth of the world itself.

ROLL PLAYER ADVENTURES
TWK 4500 \$159.95 | Available Now!

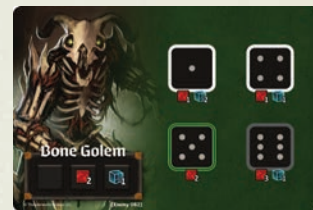
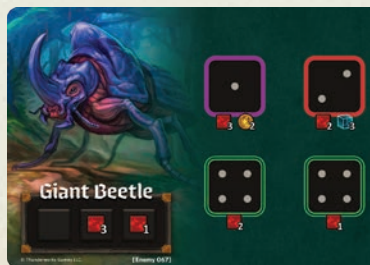
ROLL PLAYER ADVENTURES

At every step, designers and developers were breathing life into a larger, more complex fantasy world, but not without some challenges in fitting everything together. This was especially true with the more than three-year development of the story-driven *RPA*, a cooperative game for 1-4 players featuring 11 interwoven adventures and a replayable sidequest, all of which feature branching story paths and impactful consequences for players' choices and actions. "RPA sets up this challenge of how do we fit all of this into the puzzle, and we don't even know what the puzzle looks like yet," Matejka said. "We have to carve out a section to explain how one thing works, and then carve out a section to explain how another thing works."

Due to its scope, *RPA* turned all the previous world building on its head, as what was previously a collection of primarily disparate fantasy elements became a cohesive world, replete with interwoven stories in lands populated by colorful characters, locations, armies and rulers, and even a pantheon of gods.

In *RPA*, the players themselves become the heroes and have the option of using characters they created in *Roll Player* or choosing pre-generated characters. They face challenges, explore new lands, make friends and enemies, solve puzzles, fight monsters and make important decisions that shape the story itself.

When *Gulpax's Secret* releases, players will see even more of how the entire line of *Roll Player* games ties together thematically.



AN RPA PREQUEL

Gulpax's Secret contains an all new seven-adventure campaign that transports players back a full 2,000 years before the events of *RPA*. The story unfolds during a peaceful time, but an ambitious queen, a coalition of northern tribes and an inventor's powerful device all intersect in an engaging storyline that evolves with every chosen path.



He is later memorialized as the first-player token, Khathandor's Horn, in *Lockup: A Roll Player Tale*. One of the most iconic inclusions is the Immortal Knight, depicted in red armor on *Roll Player's* box cover. As a being who takes on many forms throughout the ages, players meet one of the knights in the very first adventure!



The branching stories in *RPA* and the overlapping lore with other Thunderworks Games' titles is a feature Matejka very much enjoys.

THE FUTURE

"I am a lover of all things 'easter eggs'," Matejka said. "Elements in all of our games give us a foundation to build more of the world."

As the catalog of Thunderworks Games grows, a Wiki was created to keep track of it all, and a world map illustrates how the regions and locations fit together.

There's even a 428-page graphic novel, *Tales of Ulos*, on the way. Releasing at the same time as the *RPA* reprints and expansions, the book features four illustrated stories of fan favorite heroes and villains.

Further ahead there will be even more games to illuminate a world that has evolved into a life of its own, but only Azema — the mythical creator of Ulos — knows what comes next.



Scott Bogen is the Digital Communications Manager at Thunderworks games and has been working in communications, design and marketing-related positions for nearly 30 years. He nearly always thinks about paddleboarding, smoking meat and gardening.



True to form, *Gulpax's Secret* leans heavily into The World of Ulos lore that's sprinkled throughout the Thunderworks Games' lineup and treads new ground.

For instance, players visit The Frozen Expanse and Hornhelm, locations featured in *Cartographers* expansions of the same name. Players encounter Khathandor before he becomes a military leader.

Blood & Plunder

PLASTIC LINE

By MITCH REED



One of the biggest factors that led me to play *Blood & Plunder* from *Firelock Games* was the amazing models. The sculpts were so well done and unique

that they were a draw for me, along with the excellent and tight rule set. These first models were metal casts, and they were great to paint as well. As the game grew in popularity, the need for more sculpts that could represent the myriad of equipment certain models needed also grew as new lists came out.

I have stated many times in the past that due to the period that *Blood & Plunder* covers and the fact that many of the forces in the game were irregular forces, players could build models and then use them for multiple lists and factions. As the period of the game advanced, more standard armies fought in the colonial Americas, and some of the lists needed unique painting and configuration if you wanted a force that looked historically correct.

This is where the move to plastic really benefited the *Blood & Plunder* community. With the *Raise the Black* Kickstarter, *Firelock Games* started to produce plastic sprues that allowed you to create six models in various poses and equipment that could make your army look as it should. The new plastic line features boxes for Soldiers, Sailors, Militia, and Native Americans. The new line also has cavalry that gives you 6 models and the Pirates of Legend box which allows you to build 10 of the most well-known and deadly characters that make the period so fascinating.

This move gave players so many more options and the ability to apply their knowledge of history to their painting skills. For me, the Soldiers box was one I really needed since the armies I wanted to start to play looked different than the models I was using before. By using head swaps, I could ensure that my forces had the correct headgear, and with my Sailors, that they had a "brace of pistols," grenades, or muskets. Having the models with the right weapons makes gameplay so much easier, and by seeing the physical model

on the table properly armed, you will not forget an upgrade you gave to a singular model or unit.

Aside from the benefits to playability, the models themselves are really works of art and will look great no matter how well you can paint. I found them very easy to build, prime, and paint. I was also able to look at my past lists and then build the new plastic models so I could represent the proper upgrades that I have usually selected for them. Each sprue gives you multiple options for each model, which is something you could not do with the older plastic models.

The models are quality and are sturdy. At no time did I have to use "green stuff" to fill a gap or cover a seam from my assembly. The new models are also easy to work with, and I was able to "kit-bash" a few models to make them unique enough to represent any special characters I decide to put in my force.

This brings up a point that newer players are sure to ask: yes, the new plastic kits are compatible with all the past releases in the *Blood & Plunder* line. For new players who may really like the forces covered in the first book, the new plastics are the way to go.

I do recall that when *Firelock Games* announced they were moving to plastic kits, a vocal minority who love metal models started to grumble. I never really understood this thinking. I buy models to play a game, and once they are painted, who really cares what the base model is made from? All gamers who love *Blood & Plunder* should see how this move is great for the game. It gives gamers more agency to craft their models to fit the forces they want to play, and the utility of the new models will help grow our community since it lowers the "collection" bar to enter the game.

I know that once you get your hands on these models, you will agree with my points above, and I cannot wait to see all of the plastic kits on game tables all over the place.





ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



GAME TRADE MAGAZINE #283

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 285.....\$3.99

ART FROM PREVIOUS ISSUE

2TOMATOES GAMES

CORAL

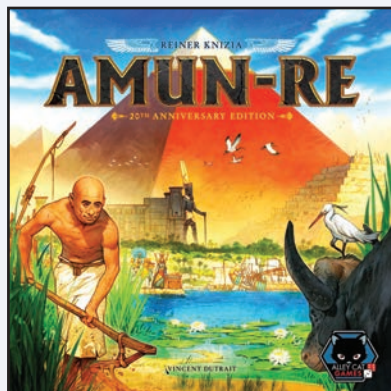
In *Coral*, players develop a coral reef together, whilst vying to position their own species closest to the top, where they can soak up the life-giving sunlight. Together, as much as against one another, you'll build a unique, magnificent 3D structure out of gorgeous wooden pieces. This represents a coral reef growing and living in a complex, competitive harmony. Move around the table to find the best spots to grow your species, whilst blocking your opponents! At the end of the game, the player with the most pieces visible from above the reef is the winner. Scheduled to ship in November 2023.



2TG C001PI

ALLEY CAT GAMES

SPOTLIGHT ON



AMUN-RE: 20TH ANNIVERSARY EDITION

In *Amun-Re*, each pharaoh wants to build the most pyramids. To accomplish this, they must first acquire a province where they can trade and farm. With their profits, they can buy new provinces and building stones to erect pyramids. For all their actions, players must make clever use of their power cards and always offer appropriate sacrifices to Amun-Re. The 20th Anniversary Edition also includes new modules that can be added to the game like the *Officials Variant*, *Afterlife Expansion*, *Statues Expansion*, and *Pharaoh*

Mini Expansion. Scheduled to ship in August 2023.

ACG 065.....\$59.99

ARCANE TINMEN



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ATM 16085.....\$24.99



DRAGON SHIELDS JAPANESE: (60) MATTE EMERALD (DISPLAY 10)

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DRAGON SHIELDS: (100) MATTE DUAL ART - SUPERMAN CORE (RED/WHITE VARIANT) (DISPLAY 10)

ATM 16076.....\$24.99



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ATM 12102.....\$13.99



DRAGON SHIELDS: PLAYMAT - SUPERMAN CORE (DISPLAY 20)

ATM 20503.....\$26.99

ARCANE WONDERS



NEOTOPIA

In *Neotopia*, a competitive fast paced tile placement pattern building game, you are part of a team of Visionaries who are building a futuristic pilot city focused on the fields of Energy, Technology, Community and Sustainable food. Scheduled to ship in November 2023.

AWG AW18NT.....\$49.99



ARES GAMES



SWORD & SORCERY: ANCIENT CHRONICLES - MYTHS OF THE ARENA

Frozen in space and time stands the Arena of Aegis... Gladiators, captives, and creatures of every type are summoned to the Arena from everywhere in the realms to fight for the enjoyment of the spectators. Are your Heroes brave and strong enough to challenge lethal creatures, and survive the final fight against the legendary champions - Cerberus and the Nemean Lion - to become the new Gods of the Arena? Scheduled to ship in October 2023. AGS GRPR203\$49.90

BANDAI CO.

SPOTLIGHT ON

BATTLE SPIRITS SAGA TCG: SET 04 SAVIOR OF CHAOS BOOSTER DISPLAY (24) (BSS04)

This set marks the first appearance of powerful spirits with double symbols! Nova and other past spirits from each color are back and stronger than ever. Nova is back with double symbols. There is more variety of special Rares and Saga Rares. With 18 Special Rares and 2 Saga Rares, this set has twice the variety of previous booster BSS sets and is even more collectable now with so many new cards with amazing, vivid card art! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2716226.....PI



DIGIMON TCG

DIGIMON CARD GAME

ADVANCED DECK SET - DOUBLE TYPHOON DISPLAY (8) (ST17)

This is the second Advanced Deck Set with two popular Digimon! Features Digimon Terriermon and Lopmon. Just like the previous Bellzemon ST14 set, this set brings incredible power to the deck. All cards are high-quality silver foil cards or better! This set also gives players a chance to find a Lucky Deck including a high rarity special edition alternate-art card just like in ST14. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2715971.....PI

SPOTLIGHT ON



EXCEED APOCALYPSE BOOSTER DISPLAY (24) (BT15)

4 popular Tamers including Matt from the Digimon Adventure anime not included in BT14 are here. 5 of their partner Digimon such as WereGarurumon are also included with the new ACE play mechanic! You can build decks based on these ACE Digimon. Digimon Seekers' Shuu Yulin and her partner Ryudamon, are also featured. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2710032.....PI

SPOTLIGHT ON

DIGIMON CARD GAME

EXCEED APOCALYPSE DOUBLE PACK SET DISPLAY (6) (DP02)

The Double Pack Set includes 2 Booster Packs (BT15) and 1 PR card from a total of 6 different types randomly inserted! In addition to the appeal of the Booster Packs, the inclusion of an exclusive PR card gives an incentive for repeat purchases. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2710034.....PI

ONE PIECE TCG

ONE PIECE CARD GAME

STORAGE BOX - DISPLAY (12)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

NAMI & ROBIN

BAN 2716201.....PI

ZORO & SANJI

BAN 2716200.....PI

UTA STARTER DECK DISPLAY (6) (ST-11)

Our latest product is a starter deck themed around Uta, the breakout character from the One Piece film Red! This deck is certain to attract a wide range of consumers. It includes multiple cards based on songs from the movie. Special cards showcasing scenes from the film appeal to everyone including casual audiences! Leader Uta and the event cards can be used to complement the film type cards in OP-02. The deck also includes several cards from previous releases. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2710035.....PI

BEZIER GAMES

SPOTLIGHT ON



CASTLES OF MAD KING LUDWIG: SECOND EDITION

In the tile-laying game *Castles of Mad King Ludwig*, players are tasked with building an amazing, extravagant castle for King Ludwig II of Bavaria...one room at a time. You see, the King loves castles, having built Neuschwanstein (the castle that inspired the Disney theme park castles) and others, but now he's commissioned you to build the biggest, best castle ever - subject, of course, to his ever-changing whims! Second Edition features new artwork, box art, and components. Scheduled to ship in November 2023.

BEZ CAS2\$69.95

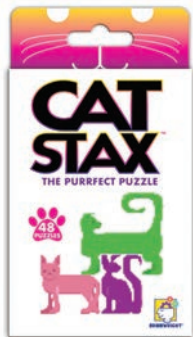
CASTLES OF MAD KING LUDWIG: SECOND EDITION EXPANSIONS

Castles of Mad King Ludwig Expansions includes every previously released expansion for *Castles of Mad King Ludwig* and a new one, all compatible with the 2nd edition. Renovations: Rework your castle with special double-room tiles that are placed directly on top of existing rooms. Scheduled to ship in November 2023.

BEZ CASX\$49.95



BRAINWRIGHT



CAT STAX

Stack the cats to complete the puzzles! Includes 12 Colorful Multi-Sized Cat Figures and 48 challenge Cards Scheduled to ship in October 2023.

GW1 8320\$17.00



SEA STAX

Choose a challenge and then pack the pieces so that they perfectly fit onto the grid. 48 puzzles of increasing difficulty. Scheduled to ship in October 2023.

GW1 8317\$17.00



DOG STAX

Stack the dogs to complete the puzzles! Includes 12 Colorful Multi-Sized Dog Figures and 48 challenge cards Scheduled to ship in October 2023.

GW1 8321\$17.00



TETRIS STAX

Solitaire packing puzzle based on the world-famous Tetris game. Choose a challenge and then pack the pieces so that they perfectly fit onto the grid. Scheduled to ship in October 2023.

GW1 8322\$17.00

BROTHERWISE GAMES



EMPIRE'S END

You lead a grand civilization at the height of its influence, but can you save it from collapse? In *Empire's End*, 2-4 players compete to keep calamity at bay. *Empire's End* marries the intuitive and elegant mechanism of reverse-bidding with engine-building, long-term planning, and strategic depth. The result is a game with a quick tempo, abundant tension, and multiple challenging paths to victory.

BGM 375\$39.95

CATALYST GAME LABS

BATTLETECH

Scheduled to ship in October 2023.

CLOSE QUARTERS (HARDCOVER) STANDARD EDITION

CAT 36018P.....\$19.95

LIMITED EDITION

CAT 36018C.....\$24.95



Four Corners

ONE AMAZING GAME,
TWO BEAUTIFUL STYLES!



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Game play
20-40
minutes

Ages
8+

1-6
players

GAMES

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GTM

SEP 2023

25



DECISION AT THUNDER RIFT (HARDCOVER)

Scheduled to ship in September 2023.

PREMIUM	
CAT 36023P.....	\$19.95
LIMITED EDITION	
CAT 36023C.....	\$24.95



DOUBLE BLIND (HARDCOVER)

Scheduled to ship in October 2023.

STANDARD EDITION	
CAT 36005P.....	\$19.95
LIMITED EDITION	
CAT 36005C.....	\$24.95



THE PRICE OF GLORY (HARDCOVER)

Scheduled to ship in September 2023.

STANDARD EDITION	
CAT 36025P.....	\$19.95
LIMITED EDITION	
CAT 36025C.....	\$24.95



MAIN EVENT (HARDCOVER)

Scheduled to ship in October 2023.

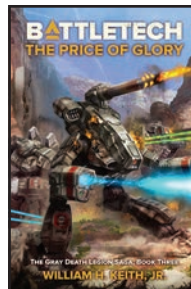
STANDARD EDITION	
CAT 36004P.....	\$19.95
LIMITED EDITION	
CAT 36004C.....	\$24.95



MERCENARIES STAR (HARDCOVER)

Scheduled to ship in September 2023.

STANDARD EDITION	
CAT 36024P.....	\$19.95
LIMITED EDITION	
CAT 36024C.....	\$24.95



LEGEND OF THE JADE PHOENIX - BOOK TWO - BLOODNAME (HARDCOVER)

Truebirth: Born in the laboratory, these genetically engineered soldiers train to be the ultimate warriors. They are the elite pilots of the Clan's fearsome BattleMech war machines. Freebirth: Born of the natural union of parents, these too are soldiers, but pale imitations of their Truebirth superiors. Despised for their imperfections, they fight where and when their Clan commands. Aidan has failed his Trial of Position, the ranking test all Truebirth warriors of the Clan Jade Falcon must pass.

CAT 36011P.....	\$14.99
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LEGEND OF THE JADE PHOENIX - BOOK THREE - FALCON GUARD (HARDCOVER)

In 2786, the elite Star League Army fled the Inner Sphere, abandoning the senseless bloodshed ordered by the Successor Lords. Now, almost three hundred years later, the Clans, heirs of the Star League Army, turn their eyes back upon their former home. Nothing will stop them from raising the Star League banner over Earth once again. For two years, the Clans BattleMech war machines have overwhelmed the armies of the corrupt Successor Lords. Now, at the gates of Earth the Clans must fight one final battle, a battle that will decide the fate of humanity for all time.

CAT 36015P.....	\$14.99
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SPOTLIGHT ON



TECHNICAL READOUT - RECOGNITION GUIDE VOLUME 1 - CLASSICS

Recognition Guide, vol. 1: Classics collects some of the best-known Inner Sphere, Clan and ComStar BattleMechs, rebuilt with the latest technology to keep them competitive on modern battlefields. This volume is the companion to *Recognition Guide, vol. 2: iClan*, and contains material originally published in the bestselling PDF-only *BattleTech Recognition Guide: iClan* series. Each machine is fully detailed with an illustration, in-universe development notes, battle histories, and notable pilots for each unit.

CAT 35139.....	\$34.99
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CHAOSIUM



LEGEND OF THE JADE PHOENIX - BOOK ONE - WAY OF THE CLANS (HARDCOVER)

In the 31st century, the BattleMech is the ultimate war machine. Thirty meters tall, and vaguely, menacingly man-shaped, it is an unstoppable engine of destruction. In the 31st century, the Clans are the ultimate warriors. The result of generations of controlled breeding, Clan Warriors pilot their BattleMechs like no others. In the 31st century, Aidan aspires to be a Warrior of Clan Jade Falcon.

CAT 36007P.....	\$14.99
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CALL OF CTHULHU: ALONE AGAINST THE STATIC

Alone Against The Static is a modern-era scenario designed for one player. Players will choose to take on the role of either Alex or Charlie, and forge their own path through the story, player choices will decide their fate! Alex and Charlie believe that a secluded weekend getaway in the Dakota Black Hills is just what they need to reinvigorate their marriage, but older and darker things than broken hearts exist in the forgotten places of the world. Scheduled to ship in November 2023.

CHA 23181-H.....	\$29.99
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BATTLETECH™

A GAME OF ARMORED COMBAT



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IN COMBAT

CATALYST
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CHESEX MANUFACTURING

FESTIVE: MINI-POLYHEDRAL 7-DIE SETS

Scheduled to ship in November 2023.



CAROUSEL/WHITE
CHX 20440\$5.98

CARIBBEAN BLUE/WHITE
CHX 20416\$5.98

GEMINI: MINI-POLYHEDRAL 7-DIE SET

Scheduled to ship in November 2023.

BLACK-PINK/WHITE
CHX 20630\$5.98

BLACK-RED/GOLD
CHX 20633\$5.98

RED-TEAL/GOLD
CHX 20662\$5.98

GOLD/SILVER
CHX 20503\$5.98

SCARAB: MINI-POLYHEDRAL 7-DIE SET

Scheduled to ship in November 2023.



BLUE BLOOD/GOLD
CHX 20419\$5.98

PURPLE/WHITE
CHX 20377\$5.98

VELVET: MINI-POLYHEDRAL 7-DIE SET

Scheduled to ship in November 2023.



BLACK/RED
CHX 20478\$5.98

GREEN/WHITE
CHX 20375\$5.98

TRANSLUCENT: MINI-POLYHEDRAL 7-DIE SET

Scheduled to ship in November 2023.

PINK/WHITE
CHX 20384\$5.98

VORTEX: MINI-POLYHEDRAL 7-DIE SET

Scheduled to ship in November 2023.



ORANGE/BLACK
CHX 20433\$5.98

COYOTE & CROW



WOLVES

Wolves is a semi-cooperative board game for 3-6 players. You'll take on the role of a community leader attempting to manage limited resources to help get your people through the winter. To survive, you'll need to cooperate and share through the gifting what you've gathered and grown, which will dwindle as you head toward winter. If any player fails to meet their community's needs, all players lose the game. Scheduled to ship in November 2023.

CAC 3004\$55.00

CROWD GAMES



SPEEDY FEEDY

Speedy Feedy is a fun dexterity game for kids and adults. Reveal the food cards, count which food appears the most, and slap the card of the animal that likes this food! Each round, players take 3 simple actions: reveal cards from the top of the deck, count which food appears the most, and slap the card of the animal that likes this food. There's no time to lose, the player that slaps the card first is the quickest to feed the animal.

CGA 10001\$15.00

CUBICLE 7



WARHAMMER AGE OF SIGMAR - SOULBOUND RPG: BLACKENED EARTH

Strike out into the forge-hot streets of Greywater Fastness in this brand new campaign for *Warhammer Age of Sigmar: Soulbound: Blackened Earth* is a thrilling five-part campaign set within the free city of Greywater Fastness in Ghyran, the Realm of Life. Here, the Soulbound are tasked with steering this vital city of Sigmar away from its path of destruction. With monsters gnawing at the gates, allies turning into enemies, and warmongers fighting for dominance in the city, the Soulbound must use everything at their disposal to save the doomed city from immolation in the fires of war. Scheduled to ship in September 2023.

CB7 2532\$39.99

WARHAMMER AGE OF SIGMAR - SOULBOUND RPG: ERA OF THE BEAST

Era of the Beast is the tenth major supplement to the Soulbound line, focussing on updating the timeline of the ongoing grand narrative of the Mortal Realms. In particular, it retells the Broken Realms saga – a period of great upheaval across the Mortal Realms – as new gods rise and others wither, and the forces of Destruction rise to become more emboldened than ever before. Contained within are brand new Player Archetypes based on characters from the era, including the Draconith – towering dragons driven to the edge of extinction, now returned to take back their homes! Scheduled to ship in October 2023.

CB7 2541\$39.99



WARHAMMER 40K RPG: IMPERIUM MALEDICTUM - GM SCREEN

The three-panel landscape screen features striking artwork that depicts a diverse group of Imperial agents surveying the heart of a densely populated hive city, poised to root out the Imperium's enemies. The screen's interior offers quick reference to crucial rules, helpful tables, and key information. *Macharian Miscellania*, the accompanying 32-page booklet, is brimming with quick creation tables that allow GMs to generate characters from every faction and invent rumors on the fly. Scheduled to ship in November 2023.

CB7 2702\$29.99

WARHAMMER FANTASY RPG: ARCHIVES OF THE EMPIRE - VOL. 3

Archives of the Empire III is the third in a series of popular magazine-style supplements that gathers together articles on a collection of esoteric and intriguing topics. This volume focuses on the faithful of Taal and Rhya, old gods worshipped in the Empire, as well as the even older folk practice of Hedge Magic. The book also features the eccentric Knight Lord Adalbert Knopp-Inzel and his unlikely retinue, two new careers for players to enjoy, rules for creating and running player-owned business ventures, and a few more magical surprises!

Scheduled to ship in October 2023.

CB7 2482\$34.99



WARHAMMER 40K WRATH & GLORY RPG: THREAT ASSESSMENT - XENOS

Featuring new rules and advice on creating and introducing battlefields, these combat hotzones are the ideal environment to introduce the many new Xenos threats featured in *Threat Assessment: Xenos*. With additional accompanying hazard tables to bring these to areas to life in your games alongside a comprehensive Bestiary with hundreds of new threats, wargear and abilities. Scheduled to ship in September 2023.

CB7 2627\$44.99

DARRINGTON PRESS



CAPER CARDS: BELLS HELLS (DISPLAY 6)

A cooperative card game from the world of *Critical Role*: assemble the members of Bells Hells to pull off a legendary heist! Cooperatively and strategically play your Crew cards, hoping to exceed the value of the treasure you're seeking. But be careful: score over 21 and you'll get caught! Gather your crew, keep a low profile, and get ready for the greatest challenge of your life. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

DRP CCBH-POP-6PACK\$89.99



CANDELA OBSCURA RPG

A new investigative horror RPG in a gilded world simmering with occult magic, using the Illuminated Worlds System and featured in a new show on *Critical Role*! Scheduled to ship in November 2023.

DRP CO-CORE.....\$39.99

DEVIOUS WEASEL



COSMIC FROG: FIND MUCK EXPANSION

The *Cosmic Frog: Find Muck* expansion adds mental powers to the game so that your frog is no longer merely immortal and invulnerable, but psionic as well! Mental powers open the way for mental combat and gullet purging.

DWE 5050.....\$34.99

DAVE TAYLOR MINIATURES



THE TREMENDOUS TOME OF EPIC DUNGEONS

The *Tremendous Tome of Epic Dungeons* is a high-quality, 160-page hardback book, clad in red faux-leather, embossed with gold foil, and filled with more inspirational 3D dungeon builds than an adventurer could safely navigate in a lifetime! Author Jeff Hall and Dave Taylor present their own epic dungeon builds using commercially available parts, 3D-printed elements, and scratchbuilt creations. In addition, there are creations from some of the best "dungeon" builders and awesome collections across a wide variety of epic builds! Scheduled to ship in July 2023.

DTM 1051.....\$55.00

DYSKAMI PUBLISHING

BIG EYES, SMALL MOUTH RPG 4TH EDITION



MULTIVERSE MAPS

In the myriad realms of imagination, there are an infinite number of worlds within an ever-shifting sphere of reality. They are ready for you to visit and explore. All you have to do is find them. This boxed set contains eight full-color maps of worlds from the *Anime Multiverse*, as detailed in the *BESM Fourth Edition* role-playing game and its *BESM Multiverse* expansion book. The maps are sufficiently large (30" x 24") that they can be prominently displayed on a wall or overlaid on your gaming table during play. A sheet of building stickers is also included for marking custom places on your maps. Scheduled to ship in July 2023.

DYS 502.....\$39.95



MULTIVERSE SETTING COMPANION

In the myriad realms of imagination, there are an infinite number of dimensions ready for you to visit and explore. *BESM Multiverse* is your gateway to the many Worlds of the Cosmic Web. This book details the *Anime Multiverse: BESM Fourth Edition's* official setting that spans across all genres and themes. Journey throughout the six Prime Worlds, a dozen Inner Worlds, 42 Outer Worlds, and an endless variety of Beyonder and Parallel Worlds. Scheduled to ship in July 2023.

DYS 500.....\$49.95



URESIA - GRAVE OF HEAVEN

In the myriad realms of imagination, there is a world in which the Heaven died and the sky fell – but that was a long time ago. *BESM Uresia* is your gateway to return to the Grave of Heaven. This volume collects nearly the entirety of S. John Ross's extensive works on Uresia over the past 20 years (which started as a *BESM Second Edition* expansion in 2004), then adds new exclusive material and *BESM Fourth Edition* game content. Scheduled to ship in September 2023.

DYS 501.....\$49.95



IKARION GATE: A LITRPG ADVENTURE

Ikarion Gate is an isekai LitRPG adventure novel – Book One in the *Ikarion* trilogy – that unfolds in *BESM's Anime Multiverse* setting and provides in-game *BESM Fourth Edition* stats for the characters. The novel follows the exploits of Tito, a down-on-his-luck and anonymous Imago slummer. Daily, he logs in to Monad's *Ikarion VR MMO* to earn survival "gang protection" money in his alter ego identity as Card, the Hedge Merchant. With his fellow player friend Perk, the cheerful Agrarian Dwarf, and a host of other unlikely companions, Card is about to discover there is much more to the *Ikarion* game and its mysterious gate than he could have ever imagined. Scheduled to ship in September 2023.

DYS 580.....\$29.95

FACADE GAMES

PARKADE

Parkade is a quick, easy-to-learn party game for 3-13 players. It takes 5-15 minutes and there is zero set up. Convince the guard that the word on your vehicle "fits" with the word on any of the open spots. The first driver to park all of their vehicles wins! In each of the 3 play modes players will race to convince the parking guard why their vehicles pair with the open spots. Scheduled to ship in November 2023.

FCD PAR1001.....\$14.99



FANROLL BY METALLIC DICE GAMES

SPOTLIGHT ON



ADVENT DICE CALENDAR #2

Scheduled to ship in October 2023.

MET 1002.....\$49.99

GAMES

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SHADOW LIGHT UV REACTIVE ELIXIR LIQUID CORE DICE SET
 Scheduled to ship in October 2023.
 MET 968\$74.99



SHADOW LIGHT UV REACTIVE INDIVIDUAL D20 ELIXIR LIQUID CORE DICE
 Scheduled to ship in October 2023.
 MET 96820\$19.99

FUNFORGE



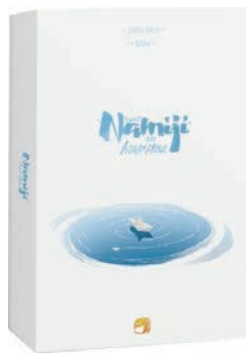
MONUMENTAL: CORE BOX
 In *Monumental*, each player will control a civilization that will evolve through its city: a grid of 3x3 cards (coming out from the player's starting civilization deck) that can each be activated to gather various resources such as Science, Military, Production, Culture, and Gold that will allow them to trigger many actions. But there's a trick: one cannot activate all their cards at once, which means that tough choices will have to be made each turn in order to select the cards that are the most needed. Scheduled to ship in September 2023
 FUF MONUCLAUS01\$95.00

MONUMENTAL: AFRICAN EMPIRE EXPANSION
African Empires is an expansion to *Monumental* with new civilizations and game play mechanisms including quests, a new continuous play mode and advanced economics. Scheduled to ship in September 2023
 FUF MOAECLAUS01\$69.00



MONUMENTAL: LOST KINGDOM EXPANSION
 The *Lost Kingdoms* civilization box is the perfect expansion to *Monumental* with 4 new Civilizations: Aztecs, Mughals, Amazons and Atlanteans (all perfectly compatible with the 5 Core civilizations) as well as more terrain tiles with new environments (desert, jungle, islands, Aztec pyramids) to enable an all-new 5 players mode! Scheduled to ship in September 2023
 FUF MOLKCLAUS01\$69.00

NAMIJI
 In *Namiji*, you are fishers from the Japan of yesteryear, navigating south of the Japanese archipelago, a few kilometers from the famous Tokaido road. You will need to have a fruitful day at sea to win the game. Scheduled to ship in September 2023
 FUF NAMUS01\$44.99



NAMIJI: AQUAMARINE EXPANSION
Aquamarine is the first expansion for *Namiji*. *Aquamarine* adds the whirlpool and additional creatures to the game. It is an expansion and cannot be played without the base game *Namiji*. Scheduled to ship in September 2023
 FUF NAMAQUAUS01\$24.00



TOKAIDO: DUO
 In *Tokaido Duo*, two players pace the smallest isle of the Japanese archipelago. You will discover its many sceneries through the eyes of three different characters, and will thus experience a threefold spiritual journey. Scheduled to ship in September 2023
 FUF TKDDUOUS01\$24.99



TOKAIDO: CROSSROADS EXPANSION
 Crossroads will open new doors and many new possibilities to make the journey even richer and more strategic.
 FUF TKDCRU\$24.99

SPOTLIGHT ON



TOKAIDO: 5TH ANNIVERSARY EDITION
 This peaceful game, by the award-winning game designer Antoine Bauza, uses multiple mechanisms: set collection, point-to-point movement and variable player powers.
 FUF TKD01\$39.99



TOKAIDO: MATSURI 5TH EDITION EXPANSION
Matsuri is a *Tokaido* expansion that brings new cards and tokens to the game. With this expansion, the players live the Japanese feasts and festivals. These cards modify the way each section of the road is played. This doesn't transform the game, but adds even more depth and strategy in the same way that Crossroads did. Scheduled to ship in September 2023
 FUF TKD06\$24.99



TOKAIDO: MATSURI MINIATURE FIGURES ACCESSORY PACK
 Scheduled to ship in September 2023
 FUF TKD07\$22.99

STAR TREK

AWAY MISSIONS

MINIATURES BOARDGAME



Lead your away team into the aftermath of the Battle of Wolf 359, where the Borg have crushed the only fleet standing between Earth and assimilation.

Lead Riker's away team into the wreckage and search for information that will defeat the Borg to save Earth, or join Locutus of Borg and the Borg Collective to assimilate your opposition.



\$25 | STA002 SELA'S INFILTRATORS

Romulans are always after more intel on their foes, learning their strengths, weaknesses and how to defeat them.

- Contains Sela's Infiltrators Away Team
- Includes 5 miniatures & 70 new mission & support cards



\$25 | STA004 GOWRON'S HONOUR GUARD

Klingons are warriors trained from birth to fight and few others can stand up to a Klingon in a one-on-one fight. As a Klingon player, you can't go wrong by simply getting up close and personal with the enemy. Seek out honor and the death of your foes.

- Contains Gowron's Honor Guard Away Team
- Includes 4 miniatures and 70 new mission & support cards



COMING OCTOBER



STA006 | \$25



STA007 | \$25



STA-OP01 | \$25

COMING
SOON

STAR TREK: AWAY MISSIONS Q ORGANIZED PLAY KIT



Star Trek Away Missions Organised Play launches with the Q OP Kit, host exciting in-store events with exclusive prize support. Designed to help you run exciting events, this kit is designed to help grow your in-store community.

Q, an enigmatic entity from the Q Continuum, delights in spreading chaos in the lives of mere mortals, instilling valuable lessons in the process. This organized play kit has everything you need to play a four game campaign for up to 10 players. Perfect to bring your gaming group together for a big event or ongoing meetings.

Contains:

- 10 Q Miniatures & Character Cards
- 150 Cards
- 62 Tokens

OCTOBER

STA-OP01

\$25

COMING
SOON

STAR TREK: AWAY MISSIONS CAPTAIN PICARD EXPANSION



Captain Picard returns to the site of the Battle of Wolf 359 to establish peace between the squabbling factions and restore the primacy of the Federation in interstellar matters.

Contains:

- 5 Miniatures and Character Cards
- 70 Mission and Support Cards
- 1 Core Mission Card
- 16 Tokens

OCTOBER

STA006

\$25

STAR TREK: AWAY MISSIONS HOUSE OF DURAS EXPANSION

COMING
SOON

The Duras Sisters take the remains of their house to Wolf 359 in the hope of finding plunder to finance their return to Klingon politics and to redeem their honor - by any means necessary.

Contains:

- 5 Miniatures and Character Cards
- 70 Mission and Support Cards
- 1 Core Mission Card
- 9 Tokens



\$25

STA007

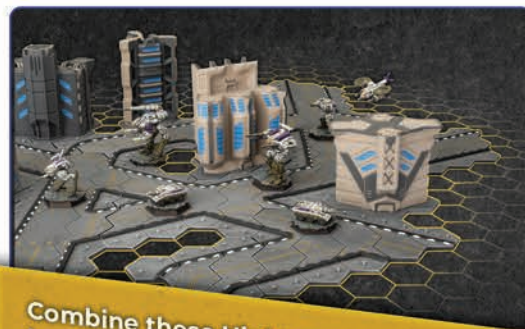
OCTOBER



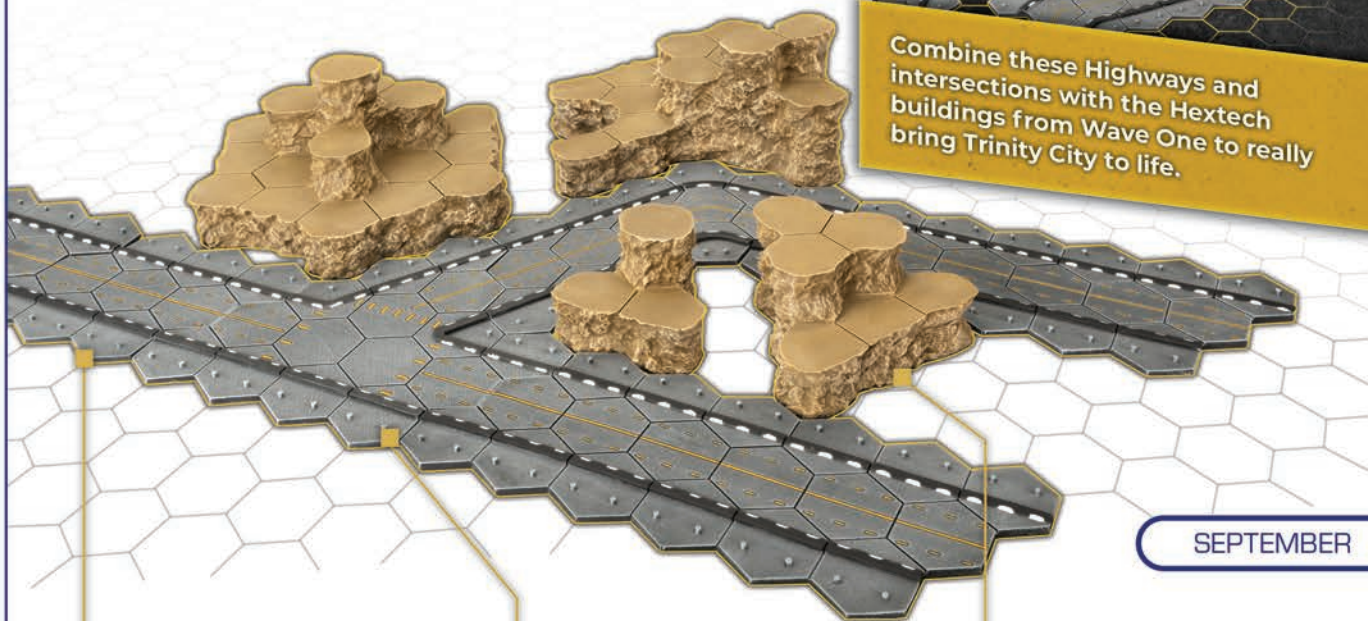
HEXTECH: WAVE 2

**OUT
NOW**

BATTLEFIELD IN A BOX
HEXTECH
TABLETOP READY PAINTED TERRAIN



Combine these Highways and intersections with the Hextech buildings from Wave One to really bring Trinity City to life.



SEPTEMBER

HIGHWAYS



- 10x Fully Painted Road Sections
- 32mm Scale
- Tabletop Ready Terrain

HIGHWAY INTERSECTIONS



- 10x Fully Painted Road Sections
- 32mm Scale
- Tabletop Ready Terrain

ATLEAN STEPPES



- 10x Fully Painted Hills
- 32mm Scale
- Tabletop Ready Terrain

\$40

HEXT07

\$40

HEXT08

\$40

HEXT09



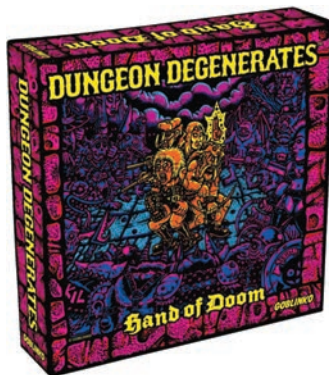
FUNKO

SCREAM THE GAME

Would you like to play a game? The brutal killer Ghost Face is back in Woodsboro, and you'll have to combine wits to stay alive! As the clock ticks down, help each other escape the murderer... but watch out! If Ghost Face calls you, you are his next target! It's terrifying fun you'll die to play again and again! Scheduled to ship in July 2023.
FNK 70515\$19.99



GOBLINKO GAMES



DUNGEON DEGENERATES: HAND OF DOOM

This is the 5th print run with some slight additions and improvements. *Dungeon Degenerates: Hand of Doom* puts the players into the boots of hardened criminal adventurers, escaping from the dungeons of Brüttenburg into a deranged, demented, dark-fantasy world of swords, sausages & sorcery. Players attempt to make their way through a series of interconnected weird, nasty & mysterious adventures as the world of the Würstreich gets progressively more dangerous & the Hand of Doom descends - distorting the land with evil sorcery. Scheduled to ship in November 2023.
GOB DD002.....\$99.00



**MUTANT CRAWL CLASSICS: #15
THE MUTANT MENACE OF LAB 47**
Scheduled to ship in August 2023.
GMG 6225\$10.99

GAMELYN GAMES

TINY EPIC CRIMES

Scheduled to ship in November 2023.



TINY EPIC CRIMES

Tiny Epic Crimes is a fast-paced, crime-fighting, deduction game for 1 to 4 players that offers multiple ways to play. The game can be enjoyed competitively, cooperatively, or solo. Players take on the role of detectives, and depending on the game mode, will be working either together, OR separately, to crack the murder case. Time matters, and the first 48 hours after any crime are the most critical. Players race around Echo Ridge City collecting evidence, such as the murder

weapon, forensics, or the getaway vehicle.

GLG TECE\$30.00



4 PACK DETECTIVE NOTEBOOKS

GLG TECA03.....\$15.00



6 PACK BULLET DICE

GLG TECA04.....\$10.00



4 PACK PLAYER MATS RETAIL PACKED

GLG TECA02.....\$25.00



GAME MAT - RETAIL PACKED

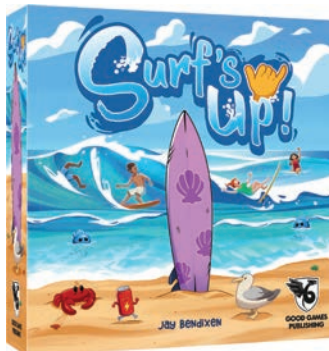
GLG TECA01.....\$30.00



KINGPINS EXPANSION

In the *Kingpins* expansion, one of six Kingpins have taken over the city. You must gather your wits and take them down, adding precious time to hamper your ability to solve the murder. The identity of the Kingpin will be revealed through game play.
GLG TECKP\$15.00

GOOD GAMES PUBLISHING



SURF'S UP

Scheduled to ship in October 2023.

GOP 023\$25.00

GOODMAN GAMES



DUNGEON CRAWL CLASSICS: #105 BY MITRA'S BONES, MEET THY DOOM

Scheduled to ship in August 2023.

GMG 5115\$9.99

GREATER THAN GAMES

SPOTLIGHT ON



PURRFECT MATCH

Your cat café has all the accouterments and staff to open its doors, but you are still missing one important feature: cats! In the set-collection game *Purrfect Match*, you want to be the first person with two of each type of cat to win.
GTG PURR-CORE.....\$19.95

GREENBRIER GAMES



FOLKLORE: ANNIVERSARY EDITION

Scheduled to ship in September 2023.

GNE FL70\$69.95



GRIMOIRE GAMES



WIZARDS OF THE GRIMOIRE

In this two player strategy card game, you must fulfill your destiny and become the Keeper of the Grimoire. Defeat your opponent by drafting new spells from the magical Grimoire, casting them, managing your cooldowns, and dealing massive damage. Scheduled to ship in October 2023.

GRI 001\$35.00

HIT POINT PRESS



LORE OF AETHERRA: THE LOST DRUID CAMPAIGN SETTING (5E)

Lore of Aetherra: The Lost Druid is a 5th Edition adventure designed to bring characters from level one to five, and is the first in an expansive 4-book saga of science-fantasy adventures that will take your players to level 20. Scheduled to ship in September 2023.

HPP B-011\$59.99

GYLD



WEATHER DICE (5)

Scheduled to ship in October 2023.

GYD DDSET-WEATHER-F\$25.00

HAMMERDOG GAMES



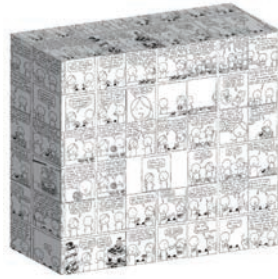
FORGE

Forge is a worker-placement strategy game in which players take on the role of medieval blacksmiths. In a trade where reputation means everything, they strive to earn the respect of their customers and peers. To do so they will complete contracts, train apprentices, develop their smithy, and race to earn achievements. Variable paths to victory allow players to combine tactics with their favorite mechanics. The player that collects the most victory points is said to have the best reputation in the land, and is declared the winner. Scheduled to ship in November 2023.

HDG 7777\$60.00

PODAMAJIGS

The *Podamajig* is the ultimate solution for storing your game cards & accessories! Scheduled to ship in September 2023.



CARDBOARD CRACK

HPP POD-006\$29.99



CHAOS

HPP POD-023\$29.99



FADED ACADEMY

HPP POD-021\$29.99



COMING SOON!



Candela Obscura Core Rulebook

A new investigative horror RPG in a gilded world simmering with occult magic, using the Illuminated Worlds System and featured in a new show on Critical Role!

MSRP: \$39.99

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OCTOBER/NOVEMBER



Caper Cards: Bells Hells

Assemble the members of Bells Hells to pull off a legendary heist in this cooperative card game!

MSRP: \$14.99

RELEASING OCTOBER

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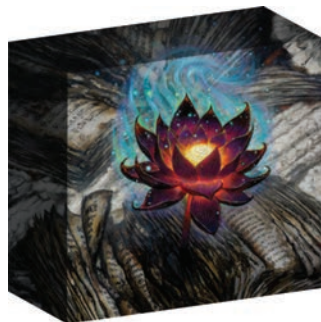
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GAEA IN BLOOM

HPP POD-018.....\$29.99



SCORCHED LOTUS

HPP POD-009.....\$29.99



LAND PANORAMA

HPP POD-007.....\$29.99



TEMPLE CATS

HPP POD-008.....\$29.99



THE NECROMANCER

HPP POD-015.....\$29.99



TEMPORAL MAELSTROM

HPP POD-010.....\$29.99



POWER GEMS

HPP POD-014.....\$29.99



TERROR AT GREBLY MANOR

HPP POD-011.....\$29.99



VAMPIRIC FEAST

HPP POD-016.....\$29.99

HORRIBLE GUILD



SUNRISE LANE

Even behind the appearance of the most serene and romantic residential neighborhood lies fierce competition between construction companies to build it! Grab the most prestigious plots of land and build beautiful houses, but don't forget the requirements of the town plan to accumulate bonus points and claim victory! Scheduled to ship in September 2023.

LUM HG178.....\$34.99

IELLO

GET ON BOARD: PARIS & ROME

Who will have the best Metro line? Organize your passengers' trips across the most romantic cities in the world! Feel free to double up with other players and create connections that will earn you even more points.

IEL GOBPR.....\$29.99



INCREDIBLE DREAM

KINFIRE CHRONICLES

SPOTLIGHT ON



NIGHT'S FALL

Kinfire Chronicles: Night's Fall is a cooperative campaign game for 1-4 players that blends thrilling fantasy adventure with tactical, edge-of-your-seat combat. Play as one of six unique Seekers and work together to journey into the world of Atios and save the city of Din'Lux before the last ember of kinfire is extinguished forever. Scheduled to ship in September 2023.

IDS AYA10010101.....\$149.00

VAINGLORY'S GROTTO - 1ST EDITION

In *Kinfire Delve: Vainglory's Grotto*, players take on the roles of Seekers dispatched to one of the mysterious and magical Wells of Atios. Players must work together as a team to delve to the bottom of the Well and defeat its Master to prevent them from being unleashed upon the world. Set in the world of *Kinfire Chronicles*, this press-your-luck card game can be enjoyed by fans and newcomers alike. Scheduled to ship in October 2023.

IDS AYA11010101.....\$19.99



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INDIE BOARDS & CARDS



FREEHAND

Free Hand is a creative party game where anyone can make a masterpiece! Each round, image cards will be set up in the middle of the table, and each player will secretly choose one to be their inspiration. The goal is to paint something close enough to your inspiration that everyone can guess what image you picked. The twist? You're painting with cubes! The players must use a wooden "artist's pen" to push around mini cubes, and make an abstract masterpiece that evokes the image card they chose. Scheduled to ship in September 2023.

IBC FHD1 \$24.99

KONAMI DIGITAL ENTERTAINMENT

YU-GI-OH! TCG: 2-PLAYER STARTER SET DISPLAY (10)

The new *Yu-Gi-Oh! TCG 2-Player Starter Set* is the perfect way for any new Duelist to learn the ropes, with a friend, their family, or all by themselves! Using 2 different Decks to go head-to-head, the Starter Set's 64-page comic book walks you through a scripted (non-randomized) Duel to teach *Yu-Gi-Oh! TCG* basics from the beginning, from your first card draw, through Summons and battles, to the Extra Deck's Synchro and Xyz Monsters. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86230 \$199.90



SPOTLIGHT ON



YU-GI-OH! TCG: 25TH ANNIVERSARY RARITY COLLECTION BOOSTER DISPLAY (24)

The *25th Anniversary Rarity Collection* is a spectacular all-foil set with 79 of the game's most popular cards, each available in 7 different rarities, including 2 brand-new rarities: Super Rares, Ultra Rares, Secret Rares, Quarter Century Secret Rares (celebrating the 25th anniversary!), Platinum Secret Rares (last seen in the 2015 Mega-Tin!), New "Prismatic" style Collector's Rares (made with extra sparkle, this is the same as the Japanese "Collector's Rare" technology previously available only in Asia!), and New "Prismatic" style Ultimate Rares (with a raised 3D varnish effect, this is the same as the Japanese "Ultimate Rare" technology previously available only in Asia!). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86328 \$119.76

SPOTLIGHT ON



YU-GI-OH! TCG: AGE OF OVERLORD BOOSTER DISPLAY (24)

A new age dawns this fall with *Age of Overlord*, the latest core booster for the *Yu-Gi-Oh! TCG*. You can discover the ancient secrets of brand-new themes, unlock the untapped potential of themes from the past emboldened by new cards, or even get your hands on a highly sought-after Quarter Century Secret Rare! *Age of Overlord* has something for everyone! Now with a brand-new form, this Dragon/Fusion/Pendulum Monster allows Supreme King Z-ARC to ascend to a level previously not thought possible! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86291 \$107.76



PATHFINDER



PATHFINDER PLAYER CORE & HOBBY EXCLUSIVE COVER

Take on the role of a daring adventurer! This tome contains everything needed to create a player character, along with mighty weapons and powerful spells.

PZ012001 MSRP \$59.99

PZ012001-SK MSRP \$59.99



PATHFINDER GM CORE & HOBBY EXCLUSIVE COVER

Unleash your imagination; create new worlds and stories! This remastered rulebook gives Game Masters everything needed to craft thrilling tales.

PZ012002 MSRP \$59.99

PZ012002-SK MSRP \$59.99



TRAVEL GUIDE SPECIAL EDITION

See the scenic Inner Sea! This book is your companion to the culture, life, and sights of the Inner Sea – now a faux leather bound Special Edition.

PZ09313-SE

MSRP \$59.99



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IRONGUARD SUPPLIES

IRONGUARD MAGNA-ARMOR MAGNETIC CARD HOLDERS

Got some cards that are a little... thick? Protect those cards that have a little extra something something with our roomier 75pt, 100pt and 130pt Magna-Armor magnetic cardholders. No need to cram them into smaller cardholders and make things awkward. Available in a counter display of 20.

- 75pt Magna-Armor Holders DIA STL258372 PI
- 100pt Magna-Armor Holders DIA STL258374 PI
- 130pt Magna-Armor Holders DIA STL258375 PI



IRONGUARD MAGNA-ARMOR COLOR MAGNETIC CARD HOLDERS

A Magna-Armor magnetic cardholder is already the perfect treatment for special cards, but what about those cards that are a little more special? Make your cards stand out with our new Yellow and Black-bordered 35pt cardholders, for those cards that are already standouts in your collection. Available in a counter display of 25.

- Yellow 35pt Magna-Armor Holders DIA STL258750 PI
- Black 35pt Magna-Armor Holders DIA STL258371 PI



IRONGUARD MAGNA-ARMOR MAGNETIC CARD PACK HOLDERS

You have magnetic cardholders for your cards, but what about those sealed packs of cards you just can't bring yourself to open? Store a 10-card or 15-card-pack in safety and comfort with these magnetic-closure Magna-Armor cases, made of high-quality acrylic. You may not want to open a pack of cards again! Available in a counter display of 20.

- 10-Card-Pack Magna-Armor Holders DIA STL258367 PI
- 15-Card-Pack Magna-Armor Holders DIA STL258370 PI



IRONGUARD CARD TOPLOADERS

Got some cards that are a little... husky? Protect those cards that have a little extra something something with our wide-mouthed 100pt, 130pt and 180pt Toploaders. No need to wedge your cards into a narrow toploader, these leave room for profits to grow!

- 100pt Card Toploaders (pack of 25) DIA STL258374 PI
- 130pt Card Toploaders (pack of 10) DIA STL258388 PI
- 180pt Card Toploaders (pack of 10) DIA STL258391 PI

IRONGUARD PENNY SLEEVES

Keep your thicker trading cards safe as houses with IronGuard's new 130pt Penny Sleeves. It's quick, affordable protection for all of your treasured cards.

- 130pt Standard Penny Sleeves (pack of 100) DIA STL258392 PI

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IRONGUARD 8" X 10" PHOTO TOPLOADERS

If you're going to get a photo signed, don't just tack it to the wall – protect it for all time with the 8" x 10" Toploader from IronGuard! This rigid frame is the perfect size for publicity stills and head shots, and will keep your collection crisp and organized. Available in packs of 5.

8" x 10" Toploaders DIA STL258383 PI



IRONGUARD COMIC BOOK TOPLOADERS

Looking for a way to protect your comic books beyond bags and boards? Keep them in a rigid frame with IronGuard's comic book-sized toploaders, available in four varieties for the four most common sizes. You'll never look at comic protection the same way again! Available in packs of 5.

Current Size Toploader DIA STL258377	PI
Silver Age Size Toploader DIA STL258379	PI
Golden Age Size Toploader DIA STL258380	PI
Magazine Size Toploader DIA STL258382	PI

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IRONGUARD BOARD GAME SLEEVES MINI 100 PACK DIA STL230328	PI
IRONGUARD BOARD GAME SLEEVES TAROT 100 PACK DIA STL230331	PI
IRONGUARD CARD SLEEVES BLACK 50 PACK DIA STL230344	PI
IRONGUARD CARD SLEEVES YELLOW 50 PACK DIA STL230333	PI
IRONGUARD DECK PROTECTOR BOX DIA STL230348	PI
IRONGUARD MAGNA-ARMOR CARD HOLDERS 35PT RETAIL PACK OF 25 DIA STL215480	PI
IRONGUARD MAGNA-ARMOR CARD HOLDERS 55PT RETAIL PACK OF 25 DIA STL215481	PI
IRONGUARD PENNY SLEEVES STANDARD 100 PACK DIA STL230325	PI
IRONGUARD PENNY SLEEVES GRADED 100 PACK DIA STL230326	PI
IRONGUARD SEMI-RIGID CARD SLEEVES RETAIL PACK (200 SLEEVES)	PI
IRONGUARD TOP LOADERS 35PT RETAIL PACK OF 25 DIA STL215472	PI
IRONGUARD TOP LOADERS 35PT RETAIL BLACK BORDER PACK OF 25 DIA STL215473	PI
IRONGUARD TOP LOADERS 35PT RETAIL YELLOW BORDER PACK OF 25 DIA STL215474	PI



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LEMERY GAMES



REVIVING KATHMANDU
 Reviving Kathmandu (the second game in the Globetrotter Series) is a bidding and set collection game for 1-6 players. In the game, players are builders who travel to Nepal. They'll compete to earn the title of Most Respected Architect in Kathmandu. Scheduled to ship in November 2023.
 LMG RK001 \$40.00



REVIVING KATHMANDU: SENIOR ARCHITECTS EXPANSION
 The Senior Architects Expansion takes the gameplay of Reviving Kathmandu to the next level with Character cards, Public Goals, and Advanced Missions. Advanced Missions give more points to players, but are harder to complete than those in the base game. If you play with the Advanced Missions, return the regular Mission cards to the game box. Scheduled to ship in November 2023.
 LMG RK002 \$12.00

LUCKY DUCK GAMES



SENJUTSU: BATTLE FOR JAPAN
 1-4 Players duel as Samurai using slick deck construction mechanics, simultaneous reveal combat and beautiful miniatures. Control 1 of 4 fearsome Samurai, warriors bout to the Bushido Code, each with their own strengths, weaknesses, and motivations. Using Senjutsu's deck construction mechanics, forge a unique deck of devastating attacks, powerful blocks, timely meditations, and dynamic special moves. Scheduled to ship in October 2023.
 LKY SNJ-R01-EN \$50.00

MAGPIE GAMES



AVATAR LEGENDS RPG: GM SCREEN
 Scheduled to ship in October 2023.
 MPG 88888 \$19.99



AVATAR LEGENDS RPG: REPUBLIC CITY
 Avatar Legends: Republic City is a 8.5 x 11" supplement for Avatar Legends: The Roleplaying Game featuring a full, deep description of Republic City in the Korra Era; new rules for mecha, vehicles, and pro-bending; new playbooks and techniques; and more! Scheduled to ship in October 2023.
 MPG 99999 \$39.99

MANTIC ENTERTAINMENT



INVINCIBLE THE DICE GAME
 The Guardians to the Globe are recruiting for an open spot in their group of super heroes and you are determined to prove your worth! Players take the role of the hopefuls who are required to undertake a live trial by battling villains and besting other heroes! Who can earn the most reputation and join the Guardians, without losing the respect of their peers? 2+ players take turns trying to progress as far as they can through the Challenge deck, whilst battling enemies and gaining reputation. Will you lose too much energy or will you bask in the glory you have earned? Scheduled to ship in October 2023.
 MGE MGIN101 \$20.00



MGE MGWD161 \$20.00

THE WALKING DEAD THE DICE GAME

Rick Grimes is recruiting for an open slot in his group of hardy survivors and you are determined to prove your worth. Players take the role of the hopefuls who are required to undertake a live supply run by exploring a known hot zone infested with Walkers and other survivor groups! Who can recover the biggest stash of resources as they explore the rooms and vehicles of the abandoned town? 2+ players take turns to explore as far as they can through the Exploration Deck, whilst battling enemies and gathering supplies. Will you be overwhelmed by the Walker horde, or will you escape? Scheduled to ship in October 2023.

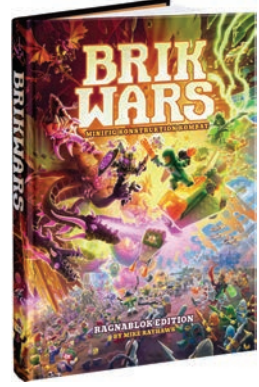
MODIPHIUS



ACHTUNG! CTHULHU 2D20: VIVE LA RESISTANCE
 In this brand new Achtung! Cthulhu Resistance-themed source book you'll find ample opportunity as a player to explore new Resistance archetypes like Assassin, Saboteur, Propagandist, or Resistance Leader, with new weapons, equipment and tools to help you lead the fight back.
 MUH 0010329 \$30.99



DREAMS AND MACHINES: STARTER SET
 Dreams and Machines collide in a far future where its people come together to rebuild, the ultimate tale of hope and heroism in the shadow of the Wakers. Danger grows and the world is once more under threat. Do you dare to dream?
 MUH 1140105 \$34.99



BRIKWARS: CORE RULEBOOK
 The BriKVerse is dying. Plastic-brick models gather dust on shelves instead of smashing into each other or exploding even slightly. Their construction matches their box covers – no unexplained tentacles or myriad redundant laser cannons. Their pieces are banished from the floor, never to pierce an unsuspecting Human foot. Minifigkind cries out for a new breed of Hero – more irresponsible, more ridiculous. Scheduled to ship in September 2023.
 MUH 117001 \$49.99



DUNE RPG: THE GREAT GAME - HOUSES OF THE LANDSRAAD
 The Great Game: Houses of the Landsraad is a complete 128-page supplement for Dune - Adventures in the Imperium that expands your campaign away from Arrakis into the vast and deadly Imperium. It offers the opportunity for your House to vie for power among its peers. Politic with your rivals, bring power and wealth to your House, and challenge your position among the most deadly powerbrokers of the Landsraad.
 MUH 060190 \$47.99

**THE ELDER SCROLLS:
CALL TO ARMS**

Scheduled to ship in August 2023.



DRAUGR MASTERS
MUH 0330403 \$52.99



FROST ATRONACHS
MUH 0330417 \$37.99



THALMOR PATROL
MUH 0330412 \$58.99

**THE ELDER SCROLLS:
CALL TO ARMS**

Scheduled to ship in September 2023.



COLLEGE OF WINTERHOLD
MUH 0330410 \$58.99



DRAUGR SCOURGES
MUH 0330402 \$52.99



THIEVES GUILD
MUH 0330411 \$58.99

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WARFARE - CREATURES**



BLOATFLIES
MUH 052287 \$41.00



RADSTAG HERD
MUH 52289 \$40.99



SUPER MUTANTS: CENTAURS
MUH 052288 \$33.99



**STAR TREK ADVENTURES RPG:
LOWER DECKS CAMPAIGN GUIDE**
The *Star Trek: Lower Decks* Campaign Guide expands upon the core *Star Trek Adventures* roleplaying game experience by providing detailed advice on creating junior officers and using them to tell amazing *Star Trek*-style stories with the fun, irreverent tone presented in *Star Trek: Lower Decks*.
MUH 0142221 \$54.99

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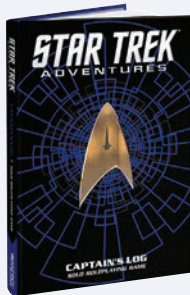
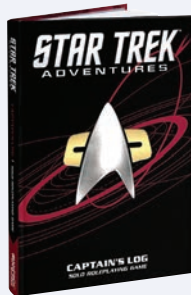
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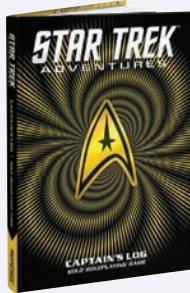
SPOTLIGHT ON



STAR TREK ADVENTURES CAPTAIN'S LOG SOLO ROLEPLAYING GAME

The *Captain's Log Solo Roleplaying Game* is a 326-page, full color stand alone digested-sized rulebook that provides a complete, streamlined version of the award-winning 2d20 system used for *Star Trek Adventures* roleplaying game, which you can use to create your own *Star Trek* stories with a dynamic character formed from your own imagination.

DS9 EDITION
MUH 0142306\$36.99
DISCOVERY EDITION
MUH 0142307\$36.99
TNG EDITION
MUH 0142305\$36.99
TOS EDITION
MUH 0142304\$36.99



MONTE COOK GAMES

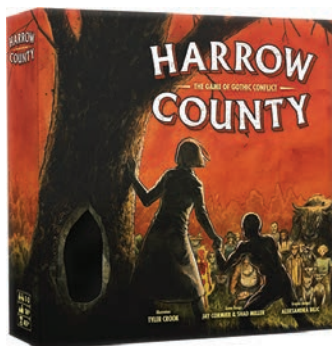


PLANAR BESTIARY (CYPHER SYSTEM)

This beautifully illustrated collection is filled with over 150 wonderful, terrible, and weird creatures that add extra planar excitement to your *Cypher System* campaign. Whether your PCs are exploring the planes, or find these creatures closer to home, these monsters add an engaging and unexpected twist to your encounters.

MKG 329\$44.99

OFF THE PAGE GAMES

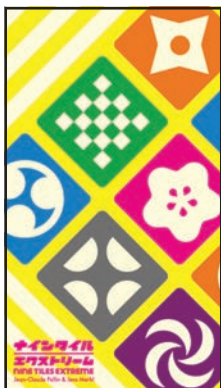


HARROW COUNTY: THE GAME OF GOTHIC CONFLICT

Harrow County: The Game of Gothic Conflict from Off the Page Games is a thematic, tactical, game of territory control and enemy elimination to determine the fate of Harrow County. In this asymmetric combat game, players can play as one of the Protectors, trying to rescue townsfolk, or as one of the family, trying to destroy Harrow County. Scheduled to ship in November 2023.

OTP GHC001\$65.00

OINK GAMES



NINE TILES EXTREME

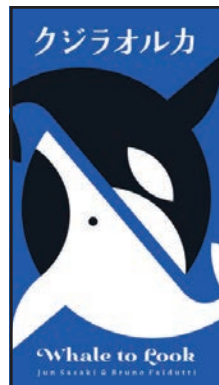
While the basic rules of arranging tiles to match a theme card are the same as in the regular *Nine Tiles*, this version introduces multi-purpose patterns that can be matched by either color or shape. Will you have to match the shapes this time? Or is it the colors? Here comes the speed puzzle game that will confuse your brains even more! Scheduled to ship in November 2023.

ONK NTE\$23.00

TOWN 77

Scheduled to ship in November 2023.

ONK T77\$23.00



WHALE TO LOOK

A bay full of huge whales and orcas, and quite popular among whale-watching tourists, is becoming overrun with four companies. The whales on the other hand, seem to be enjoying themselves, sometimes showing up, sometimes not..... As one of these tour companies, you must decide where to send out your boat! If you dilly-dally too long, one of the rival companies will pass by, but sometimes when your own investigation isn't enough, you might need to follow a rival company! Scheduled to ship in November 2023.

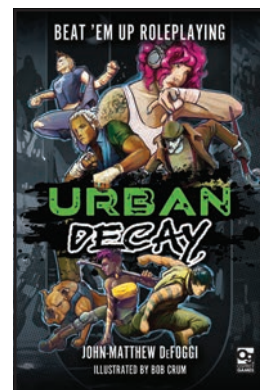
ONK WTL\$23.00

OSPREY GAMES

URBAN DECAY

Urban Decay is a roleplaying game of beat 'em up action inspired by classic arcade video games, movies, and comic-books. Players take on the roles of warriors, martial artists, vigilantes, and ordinary citizens, taking to the streets to face the gangs that control the City and to save the people and places they love. Streamlined character and crew creation produces distinct, capable heroes with shared goals and bonds, while the versatile Clash system emphasizes the brutal, gritty street-fights in which these heroes will find themselves. The City itself is built collaboratively, with players working together to define the districts and neighborhoods for which their heroes will go to war. Scheduled to ship in November 2023.

OSP RPG015\$25.00



PAIZO PUBLISHING

SPOTLIGHT ON



PATHFINDER RPG: ADVENTURE PATH - SEASON OF GHOSTS PART 2 OF 4 - LET THE LEAVES FALL (P2)

Let the Leaves Fall is a *Pathfinder* adventure for four 4th-level characters. This adventure continues the *Season of Ghosts Adventure Path*, a four-part monthly campaign inspired by Asian horror in which a band of adventurers must protect their hometown from supernatural peril. This adventure also includes articles about a local autumnal festival and the reincarnation-focused philosophy of Sangpotshi, new magic items, spells, and rituals to be discovered, and a mix of supernatural monsters to menace your PCs. Scheduled to ship in November 2023.

PZO 90197\$26.99

PATHFINDER RPG: FLIP-MAT - NIGHT MARKET & SHRINE

While the night market might offer comforts and meals, and the trip up the mountain to the remote shrine is scenic, dangers are never far away. This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. The next time your players spend the evening at the local market or head up along the idyllic mountain path, these maps have you covered. With *Pathfinder Flip-Mat: Night Market and Shrine*, you'll be ready the next time your players seek comfort or enlightenment, only to be ambushed along the way! Scheduled to ship in November 2023.

PZO 30133\$16.99



HALLOWEEN IS COMING

CHECK OUT THESE SPOOKY OFFERINGS FROM SIRIUS DICE!



SDZ0012-08



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SDZ0008-06

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STACKABLES D6 DICE SET
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HALLOWEEN
SNOW GLOBE 54MM D20
SDZ0012-08
\$49.99

HALLOWEEN HAUNTED HOUSE
STACKABLES D6 DICE SET
SDZ0008-06
\$29.99

SPOTLIGHT ON



PATHFINDER RPG: RAGE OF ELEMENTS SPELL CARDS (P2)

Seize control of the elements with the *Rage of Elements Spell Deck*! This accessory is a must-have for spellcasters seeking to wield the powers of the elemental planes: Air, Earth, Fire, Metal, Water, and Wood! Containing over 240 spell reference cards covering all the traditions of magic, the *Rage of Elements Spell Deck* puts immediate access to the details of their spells directly at the players' fingertips. Players can easily arrange and plan their spells within moments, and a quick scan of the cards presents a caster's tactical options at a glance. The power of the elements can be overwhelming for some, but these cards give you unparalleled control over elemental fury! Scheduled to ship in November 2023.

PZO 2237\$34.99.

STARFINDER RPG: FLIP-MAT - LIVING STARSHIPS

There's more than metal in these starships! Ever have the urge to grow your own plant starship? What about finding a space whale and adding some tech to its insides to use to traverse the cosmos? This double-sided map features a pair of living starships that players can claim as their own and pilot through the stars. On one side you'll find a plant-ship perfect for spacefaring Xenowarriors, while the other side contains a technologically modified oma space whale. These compelling, gorgeously illustrated maps work great as memorable backdrops to boarding actions, ship-in-a-bottle sessions, or general starship exploration! Scheduled to ship in November 2023.

PZO 7340\$16.99



PEGASUS SPIELE NORTH AMERICA



BLACK HOLE BUCCANEERS

Black Hole Buccaneers is a fast-playing drafting game which not only offers new situations and a lot of interaction with other players, but also difficult decisions due to various card effects. In each round, everyone at the table plays one card and passes the remaining cards to their neighbor. Whoever can escape the black hole in the scoring phase of a round gets to score their collected items and thus comes a little closer to victory. Scheduled to ship in August 2023.

PNA 18287E\$16.49

CARNEGIE: DEPARTMENTS & DONATIONS EXPANSION

This expansion includes four modules including: A new beginning (A notepad to customize your starting resources), 16 new departments, New Donations (4 new donation tiles), and Optional rules. Scheduled to ship in September 2023.

PNA 57008G\$17.99



DORI DINO

Oh no! All the Dino Eggs have rolled out of their nests! That naughty Dori Dino must be at it again! Dori loves to roll all the Dino Eggs together to create a colorful mix. Quick! We must roll the Dino Eggs back into their warm nests before the Dino Babies hatch! Scheduled to ship in September 2023.

PNA 65504G\$34.99



LIVING FOREST: KODAMA EXPANSION

The dreadful Onibi has never been more dangerous... He has set foot in the Circle of Spirits and is ferociously attacking the Sacred Tree but the Spirits of Nature aren't fighting alone: Sanka has sent small beings of light, the Kodama, to help them. Scheduled to ship in September 2023.

PNA 51236E\$34.99



MEMO MISSION

Complete the missions on display in the right order and collect valuable crystals. Experience amazing adventures with dragons and vacuum cleaners! Scheduled to ship in August 2023.

PNA 66029G\$24.99



MEMOARRR! - BEACH EDITION

Memo...ARRR! - it's the wrong card again. Rely on your memory and a bit of pirate luck to find your way off the island before the lava swallows the last of Captain Goldfish's rubies. Scheduled to ship in August 2023.

PNA 18346G\$19.95



PROFESSOR CHARLIE'S WORLD TOUR

Today is the big day! Your apprenticeship with the renown inventor Professor Charlie has begun. However, when you arrive at his workshop he is nowhere to be found. Instead, his rusted letterbox is stuffed to overflowing with letters... exactly 25 of them. They are all addressed to you. The Professor is on a mysterious expedition: can you solve his riddles and his secret discovery? Scheduled to ship in August 2023.

PNA HG001.USA\$29.95

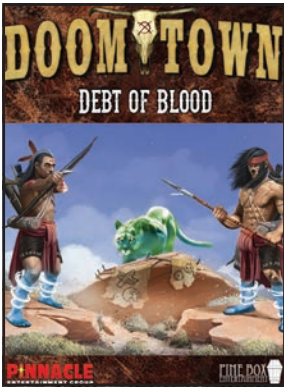


SNACK HAPPENS

All the people are gone? Finally, now it's time to make some really fat booty! Get the tasty snacks from the fridge with the pets. Scheduled to ship in September 2023.

PNA 66030G\$29.99

PINEBOX ENTERTAINMENT



DOOMTOWN: DEBT OF BLOOD

Mysterious disappearances have tensions running high in Deadwood, South Dakota. In the badlands, Ursula's Worm Cult prepares a macabre ritual. Sheriff Seth Bullock prepares to lead a combined posse of townsfolk and First Peoples to stop them before it's too late. Meanwhile, Marshal Bass Reeves is hot on the trail of Jack McCall who is hiding from the ghost of "Wild" Bill Hickok, and Hao T'e Zui's Righteous Bandits are set to clash with E.B. Farnum and his allies in the Deadwood Miner's Alliance. Which of these feuds will be paid off in a debt of blood? Scheduled to ship in September 2023.

PBE 01013\$39.99

PINNACLE ENTERTAINMENT GROUP

SUPERHEROIC RPG (5E)

This 286-page guide is loaded with exciting new content that brings all the action from comics and movies to your 5E game. It has all you need to create, equip, and play the superhero of your dreams: a lone vigilante, a cosmic powerhouse, or the mother-of-all street fighters. Scheduled to ship in September 2023.

S2P 50000\$49.99



SUPERHEROIC RPG: AUGMENTED OPERATIVE REGISTRY COMPANION (5E)

The 128-page AOR catalogues over a hundred superpowered beings for your campaign worlds: friendly heroes from neighborhood defenders to galactic super-teams, dangerous threats like combat robots, assassins, mercenaries, alien invaders, eldritch horrors, and mythic beings. Find multi-genre threats from classic horror to superspy, four-color comic action to far future fantasy. Scheduled to ship in September 2023.

S2P 50001\$39.99

SUPERHEROIC RPG: MIDNIGHT CITY SETTING BOOK (5E)

This 124-page setting book invokes Iron Age themes with four-color action providing a place where street level vigilantes, magicians, occultists, and paragons of hope join forces to take back a once-shining city from the clutches of a time-travelling sorcerer and the smugglers, criminals, and forces of evil that now plague Midnight City. Scheduled to ship in September 2023.

S2P 50002\$39.99



PLAID HAT GAMES



ASHES: REBORN - RED RAINS - FROSTWILD SCOURGE EXPANSION

Phoenixborn and Chimera Expansion Decks! The Phoenixborn Rin, Lulu, Aradel and Koji return to battle, this time teamed up against the mighty Chimera; The Frostwild Scourge! Each of these returning Phoenixborn come equipped with a new signature card, and ANY of them can be used with the ALL NEW natural-magic preconstructed deck included. Scheduled to ship in November 2023.

PHG 12265\$29.95

POKÉMON USA

POKÉMON TCG



HOLIDAY CALENDAR (2023)

25 Days of Pokémon TCG Surprises! Celebrate the season with 25 days of surprises in the Pokémon TCG: Holiday Calendar! From special foil cards to booster packs and more, there's a different Pokémon goodie to open every day.

PUI 290-85256.....PI



MEOWSCARADA / QUAQUAVAL EX DELUXE BATTLE DECK

A Deluxe Challenge for Your Opponent! The new Pokémon TCG: Deluxe Battle Decks offer a step up for players who are ready for a challenge, with more advanced strategies and additional power cards. Each 60-card deck includes 3 foil cards and everything you need to play right away. Let the deluxe battle begin!

PUI 290-85258.....PI



MINI PORTFOLIO (2023) DISPLAY (12)

Store Your Cards in Style! Store up to 60 of your latest and greatest Pokémon cards in this mini portfolio. Each portfolio comes with a Pokémon TCG booster pack, so you can start filling it up right away! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 290-86495.....PI



PUI 290-87253.....PI



PALDEA PARTNERS TIN

Call on the Power of Evolution with Pokémon ex! Command a rousing performance on the battlefield with a fully evolved first partner Pokémon ex! Choose the sneaky magic of Meowscarada ex, the fired-up singing of Skeledirge ex, or the dazzling dance moves of Quaquaval ex in the Pokémon TCG: Paldea Partners Tin. Then, find even more Pokémon for your team inside the included booster packs!

PUI 210-85293.....PI



POKÉ BALL TIN (Q3 2023) DISPLAY (6)

What's Inside a Poké Ball? The answer is Pokémon cards, of course! The Pokémon TCG: Poké Ball Tin contains: 3 Pokémon TCG booster packs and 2 sticker sheets. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 210-86275.....PI



TRICK OR TRADE BOOSTER BUNDLE (2023) DISPLAY (12)

Spooky Surprises Lurk Inside! Share Pokémon fun and excitement on the spookiest night of the year with a bundle of BOOSTER packs! Inside you'll find 50 mini packs, each containing three colorful cards from the Pokémon Trading Card Game. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 290-86257.....PI

MY FIRST BATTLE CARTON (12)

If you've always wanted to play the Pokémon Trading Card Game with family and friends, the Pokémon TCG: My First Battle set is the perfect introduction. With a streamlined game and foolproof guidance, you'll be ready to train and battle together. Everything you need for two players is included! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 290-87253.....PI

GAMES

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BINDER COLLECTION

How Many Pages Can You Fill? Just like a Pokedex, a binder makes it easy to keep track of your Pokémon collection! With this 9-pocket binder, you can show off up to 360 of your favorite Pokémon TCG cards. Get a head start filling it up with 4 booster packs from the special Scarlet & Violet—151 expansion!

PUI 290-85314.....PI



MINI TIN DISPLAY (10)

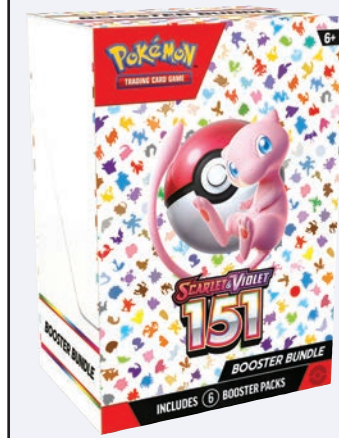
Pokémon Favorites in the Palm of Your Hand! In this Pokémon TCG: Scarlet & Violet - 151 Mini Tin, you'll find: 2 Pokémon TCG: Scarlet & Violet - 151 booster packs, 1 cool coin featuring an Energy symbol, and a Pokémon art card showing the art from this Mini Tin. You can collect and combine all 10! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 210-86306.....PI

SPOTLIGHT ON



BOOSTER BUNDLE DISPLAY (10)

Gotta Catch 'Em All! Team up with Bulbasaur, Charmander, and Squirtle, and witness a brand-new dawn in Kanto! With this new day comes a new chance to track down old friends, make new partners, and capture every last one of the original 151. Discover the extraordinary Venusaur ex, Charizard ex, and Blastoise ex in special cards with captivating illustrations, and explore the cities and countryside of a reinvigorated land - you might even find the elusive Mew ex in your travels. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 290-86321.....PI



POSTER COLLECTION

Your Very Own Pokémon Legend Unfolds! An epic journey through the Kanto region wouldn't be complete without a first partner Pokémon! Add Bulbasaur, Charmander, and Squirtle to your team as playable foil promo cards, then work on completing your Kanto Pokedex by opening more booster packs from the special Scarlet & Violet - 151 expansion. On top of it all, you'll find a colorful poster that's ready to hang wherever you like! PUI 290-85316.....PI



COLLECTION - ZAPDOS EX

Zap Your Opponent & Make a Quick Retreat—with Zapdos ex! Strike with electrifying power and then retreat as fast as lightning with Zapdos ex! This Legendary Pokémon of the Kanto region is here as a ready-to-play promo card and an oversize card for your collection, along with a foil card featuring Electabuzz, and more Pokémon inside booster packs from the special Scarlet & Violet - 151 expansion. PUI 290-85313.....PI



COLLECTION - ALAKAZAM EX

Attack from the Bench - with Alakazam ex! Alakazam ex plays mind tricks on your opponent by attacking from the Bench! After evolving from Abra and Kadabra, this formidable Pokémon ex shows off its Psychic-type prowess no matter where it stands on the battlefield. PUI 290-85526.....PI



ELITE TRAINER BOX

Team up with Bulbasaur, Charmander, and Squirtle, and witness a brand-new dawn in Kanto! With this new day comes a new chance to track down old friends, make new partners, and capture every last one of the original 151. Discover the extraordinary Venusaur ex, Charizard ex, and Blastoise ex in special cards with captivating illustrations, and explore the cities and countryside of a reinvigorated land - you might even find the elusive Mew ex in your travels. New adventures will unfold, and new horizons will

be revealed in the Scarlet & Violet - 151 expansion! PUI 290-85315.....PI



ULTRA-PREMIUM COLLECTION

Mythical Treasures Await! The Mythical Pokémon Mew holds many secrets of the Pokémon world, and usually only the luckiest of Trainers encounter it. But now you can add it to your own Pokedex along with even more Kanto Pokémon inside a bounty of booster packs from the Scarlet & Violet - 151 expansion! Mew ex appears here as both playable and collectible metal cards, and you'll also find a beautifully illustrated promo card featuring Mewtwo, a durable playmat and deck box, and more. PUI 290-85541.....PI

PROLIFIC GAMES

OFFERED AGAIN



O/A FLAPJACKS AND SASQUATCHES

Take off to the great white north where you'll use your wits - and your axe - to get ahead of fellow lumberjacks. Get an energy boost with flapjacks or slowed by blisters - but always be wary of the dreaded sasquatch! If you can chop your way to the top, you'll be named the iron jack! LJS 100\$24.95

Q-WORKSHOP



ADVENT DICE CALENDAR #04

Scheduled to ship in October 2023. QWS ADC104\$55.00

ELVISH DICE SETS

Scheduled to ship in September 2023.



COBALT & SILVER (7)

QWS SELV10\$19.00



SHIMMERING PINK & WHITE (7)

QWS SELV11\$19.00



In Leaf, create a thriving forest by placing leaf tiles, growing mushroom rings, and gathering sets of woodland animals!



WEIRD CITY GAMES

FALL 2023
WCG21 MSRP \$40



1-4
PLAYERS



30-45
MINUTES



10+
AGE

SCHOLARS

OF THE SOUTH TIGRIS

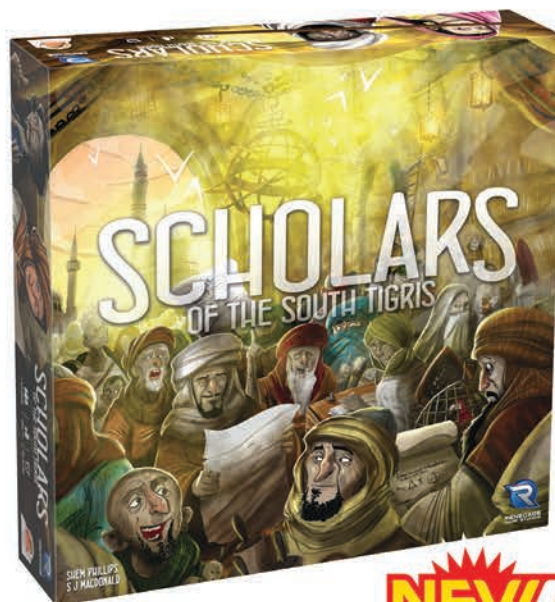
STRATEGY

SCHOLARS OF THE SOUTH TIGRIS

- New stand alone game in the South Tigris trilogy!
- Interesting decisions each turn as you build your engine and forge your strategic path!
- Intuitive and easy to use solo mode!

RGS02616

\$65



NEW!
RELEASE

NOVEMBER RELEASE



STRATEGY

TRANSFORMERS

DECK BUILDING GAME CLASH OF THE COMBINERS EXPANSION

- Bring the Combiner's titanic might under your control!
- Over 75 new cards!
- Six new Combiners on GIANT-sized cards!

RGS02611

\$30



NOVEMBER RELEASE



STRATEGY

BARGAIN QUEST

BRICK & MORTAR EXPANSION

- Introduces Event Cards depicting various chaotic shopping events!
- New Retail Rumble game mode!
- New shop boards, employees, and items usable in any game mode.

RGS02625

\$25



NOVEMBER RELEASE



STRATEGY

MY LITTLE PONY

DECK BUILDING GAME COLLISION COURSE EXPANSION

- Transformers find themselves in Equestria!
- The Mane Six (and Spike!) team up with the Autobots as two in one character cards!
- The Decepticons are teaming up with nefarious Pony Villains!

RGS02608

\$30



AVAILABLE NOW!



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POWER RANGERS

ROLEPLAYING GAME

ROLEPLAYING

POWER RANGERS A JUMP THROUGH TIME SOURCEBOOK

- New character options, including requested roles: Purple, Orange, and Quantum!
- Focus on time-themed seasons including Time Force and R.P.M.
- Dozens of new Threats to face!

RGS01138

\$50

NEW!
RELEASE

NOVEMBER RELEASE



ROLEPLAYING

G.I. JOE ROLEPLAYING GAME FEROCIOUS FIGHTERS: FACTIONS IN ACTION VOL. 1 SOURCEBOOK

- 2 Major Factions and 5 Minor Factions!
- New Threats, Vehicles, and Influences!
- Factions are a great way to tell stories with a tighter focus or specific goal!

RGS01139

\$35



NOVEMBER RELEASE



ROLEPLAYING

VAMPIRE: THE MASQUERADE 5TH EDITION ROLEPLAYING GAME FALL OF LONDON CHRONICLE

- Exciting plot points that changed the face of the World of Darkness.
- Decide the final fate of Mithras, once the most powerful Kindred in the British Isles.
- Members of the cult of Mithras are awakened to retrieve five ancient relics.

RGS01123

\$45



NOVEMBER RELEASE



ROLEPLAYING

POWER RANGERS ROLEPLAYING GAME HERO MINIATURES SET 2

- Popular characters from Power Ranger can be used as Threats or to represent your player character.
- 12 Unpainted miniatures allow flexibility in character representation.
- 28mm size is perfect for standard RPG grid maps.

RGS02593

\$55



AVAILABLE NOW!





R&D GAMES

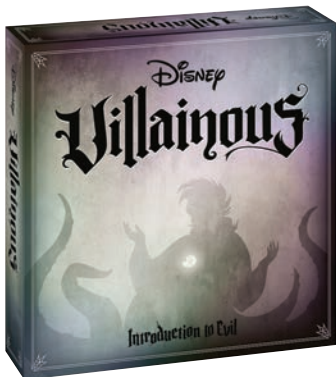


THE GLADE

In *The Glade*, you fill your personal forest board with sets of forest tiles (played from your tile rack) that feature creatures, leaves, and forest fruits. Create sets of three tiles to place one of your toadstool counters onto the central glade board. Complete a set of four tiles to add a toadstool to your store. Claim toadstool counters from the glade for your store by playing matching forest tiles. Play toadstool counters into enclosures in your forest to create extra actions. Scheduled to ship in October 2023.

RND TGL\$50.00

RAVENSBURGER



DISNEY VILLAINOUS: INTRO TO EVIL D100

Take on the role of your favorite Disney Villain and strive to achieve your own devious objective. Discover your unique abilities while thwarting your opponents' schemes with twists of fate. Who will triumph in this epic contest of sinister power? Scheduled to ship in September 2023.

RVN 60002063\$34.99

STAR WARS VILLAINOUS: SCUM & VILLAINY

Meet your destiny as Star Wars' Boba Fett, Seventh Sister, or Cad Bane. Wield your sinister influence and unique abilities to manipulate events in your favor. Are you powerful and clever enough to fulfill your dark destiny before your opponents? Scheduled to ship in September 2023.

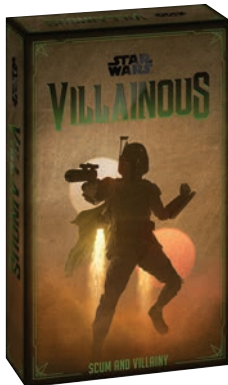
RVN 60002041\$29.99



LABYRINTH: DISNEY 100TH ANNIVERSARY

It's time to celebrate! Twist and turn through the sparkling *Disney Labyrinth*. Journey with your Mickey movers through the magical maze! Shift the paths carefully to help find all of your favorite characters for the big celebration! *Labyrinth*: the amazing maze game! Easy to play and always exciting! Scheduled to ship in September 2023.

RVN 27460\$36.99



RESTORATION GAMES

SPOTLIGHT ON



UNMATCHED ADVENTURES: TALES TO AMAZE (STAND ALONE OR EXPANSION)

Unmatched Adventures: Tales to Amaze, which is themed around the pulp adventures, tall tales, and local legends of the mid-20th century, gives you a whole new way to play *Unmatched*. In the game, players work together to defeat one of two villains: Mothman or the Martian Invader. If the villain completes their objective (or defeats the heroes), the players lose. The villains are aided by a number of possible minions: Jersey Devil, Ant Queen, Loveland Frog, The Blob, Tarantula, and Skunk Ape. Scheduled to ship in November 2023.

REO UMA\$59.95

RIO GRANDE GAMES



BLACK FRIDAY

Try to gain as much gold as possible by dealing in shares before the huge stockmarket crash. Try to earn enough cash by cleverly buying and selling shares, so you can spend it on the coveted precious metal. If you are the best in manipulating the market development and share prices, you have the biggest chances to win the game. *Black Friday* offers an independently acting opponent, the M.I.B.S. (minimally intelligent broker service). Depending on the number of players you have, you may be able to opt to play with or without the M.I.B.S. Are you able to cut it down in size? Scheduled to ship in August 2023.

RGG 653\$49.95

FAIYUM PRIVILEGES

Gain one time and permanent advantages to do even more for the good of Faiyum. You need the base game *Faiyum* to play with the privileges. Contents: 42 cards, 15 wooden parts, 1 rules glossary booklet. Scheduled to ship in August 2023.

RGG 652\$19.95



FREAKY FROGS FROM OUTERSPACE

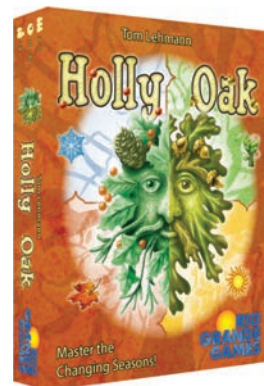
Finally you have time again for a pinball session. Lets see how long you can keep the ball running on your favorite old pinball machine this time. If everything runs perfectly, you will start the nerve-wracking Multiball, or you gain an Extra Ball to play an additional round. Can you achieve a new High Score, or do you lose the balls faster than you are able to push the flippers? Scheduled to ship in August 2023.

RGG 655\$24.95

HOLLY OAK

A seasonal trick taking card game by Tom Lehmann 3-5 revelers mark the passing of the seasons, seeking the favor of the Oak and Holly kings. Scheduled to ship in August 2023.

RGG 648\$24.95



ROWAN ROOK AND DECARD



SPIRE RPG: CORE RULEBOOK 5TH ANNIVERSARY

In *Spire: The City Must Fall*, players take on the role of a rebel cell in service of a forbidden goddess of shadows and misdirection, and it is their mission to overthrow the government with a mixture of espionage, rabble-raising, illegal magic and murder. *Spire* offers players a variety of weird and wonderful character classes, such as the hyenatoting Carrion Priest, the mass-transit wizard Vermission Sage, the backstabbing Masked, the spider-blooded occultist Midwife and the Bound, who has trapped a loose god in their knife and refuses to let it out. Scheduled to ship in September 2023.

RRD SPIRE5HB\$55.00



ROXLEY GAMES

DICE THRONE: SANTA VS KRAMPUS

Each year, the Mad King hosts a tournament of champions with the greatest prize a hero could ever want: The Throne. Will you be the one bold enough to take it? Scheduled to ship in October 2023.
ROX 665DTI \$30.00

SIRIUS DICE



RPG DICE SET (7): SHARP PINK FAIRY

SDZ 0014-05 \$25.00



RPG DICE SET (7): SHARP YELLOW FAIRY

SDZ 0014-06 \$25.00

SLUGFEST GAMES

SPOTLIGHT ON



TALES FROM THE RED DRAGON INN

In *Tales* you will take on the role of one of the famous characters from *The Red Dragon Inn* series of games as they tackle their day job of being big damn heroes. The multi-scenario campaign pits the players against game-controlled enemies tailor-made for each illustrated fold-out game map. Each scenario will take you to a new map, with new foes and even a few tricky puzzles to solve. You'll need to work together with the other players by equipping hero and item cards to support your allies who have their own unique abilities and roles.

SFG 050 \$109.95

THE RED DRAGON INN: BATTLE FOR GREYPORT - CHAOS IN COPPERFORGE EXPANSION

In this expansion to our cooperative deckbuilding adventure game *The Battle for Greyport*, you'll be able to protect the landmarks of a whole new city, halt a train heist, and KO steampunk-flavored mecha pilots. New Scenarios, new Bosses, new Locations and new Monsters are all a part of the package!

SFG 056 \$29.95



WHERE'S MY RIDE?

In *Where's My Ride?*, a co-operative game of deduction and miscommunication for 2-7 players, you and your friends are divided into a party of riders and a single driver who are trying to meet up for a rideshare. There's a big problem, though! The app is bugging out big time; it's not sharing rider or driver locations, and the messaging features have gone haywire. Riders will use a deck of quirky, autofilled text messages to ask the driver where they are parked.

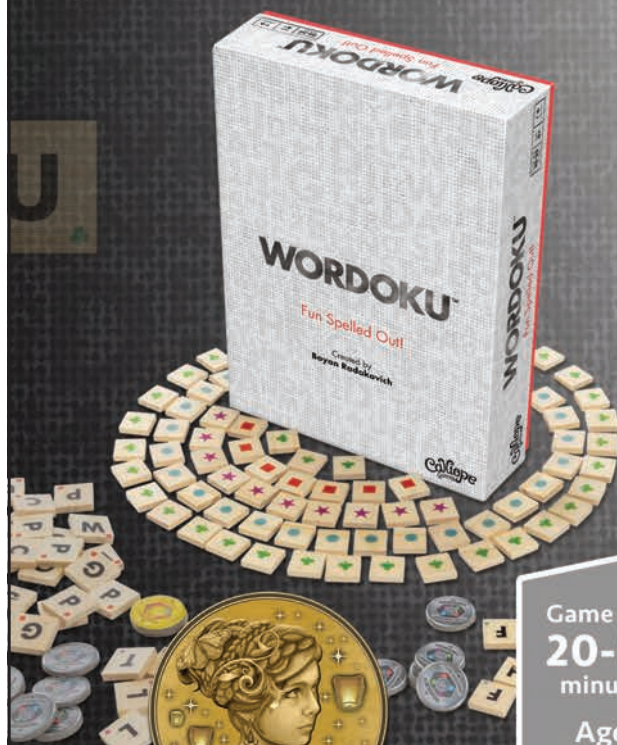
SFG 061 \$29.95

WORDOKU

Fun Spelled Out!



A word game that everyone can win!



Game play
20-30
minutes

Ages
8+

1-6
players

www.CalliopeGames.com

GAMES

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STEAMFORGED GAME

SPOTLIGHT ON



RESIDENT EVIL: THE BOARD GAME

Enter the home of survival horror in this cooperative campaign board game for 1-4 players. Step into the boots of Jill Valentine, Chris Redfield, Rebecca Chambers, or Barry Burton to search for secrets and survivors in an open world crawling with enemies. Navigate 19 spine-tingling scenarios filled with horrifying surprises and fiendish puzzles, make choices that matter and could even change the course of your campaign. Or, play each scenario as a terrifying standalone experience. Every resource must be managed; every bullet counted. And all the while, the danger level is rising around you...

SFL RE1-001\$99.99

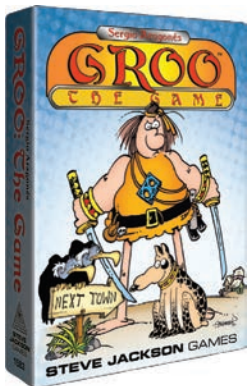
RESIDENT EVIL: THE BOARD GAME - INTO THE DARKNESS EXPANSION

Contains: Yawn Boss Monster Miniature (80mm base), Black Tiger Boss Monster Miniature (80mm base), 11 Double-Sided Third Floor & Cave Game Tiles, *Into the Darkness* Rulebook, Over 100 Cards

SFL RE1-002\$64.99



STEVE JACKSON GAMES



GROO THE GAME

In *Groo: The Game*, players compete to be the first to build a large town by playing building cards that give them victory points. Of course, this is no picnic, hindered as it is by other players' rampaging armies and the frequent bumbling visitations of Groo the Wanderer, determined by the roll of a set of dice, which can also grant players resources with which to build and "Groo heads" with which to damage the unfortunates who have Groo in their village. Players can also develop armies to attack other players' cities. This edition of *Groo: The Game* contains both the original base game and the expansion. Scheduled to ship in November 2023.

SJG 1583\$29.95

MUNCHKIN

MUNCHKIN: RATS

We've shared our lives with rats since...forever. Rats were here long before we were! Now those rats, and their rodent kin, are gnawing their way into your *Munchkin* deck. *Munchkin Rats* introduces 30 new cards to add resources, rapacity, and of course, rodents to your game. Thirteen of those cards are monsters, and the rest are packed with rat-cilic Items and Curses that you'll love! Scheduled to ship in November 2023.

SJG 1590\$10.95



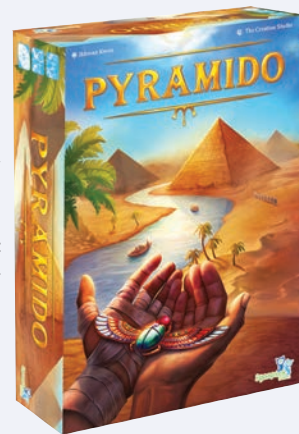
PATHFINDER: REVOLUTION!

Pathfinder Revolution! is a game of bidding and intrigue for three to six players. Secretly bid against your opponents for control of important people and guilds, gaining influence in different regions throughout the city, as well as more gold, power, or blackmail for your war chest. Gold can sway the Guildmaster, and blackmail may turn the Hellknight to your side, but sometimes the only answer to a problem is force. Can you use the tools of gutter statecraft, bluff or outguess your opponents, and build a coalition to control the city? Scheduled to ship in November 2023.

SJG 1913\$59.95

SYNAPSES GAMES

SPOTLIGHT ON

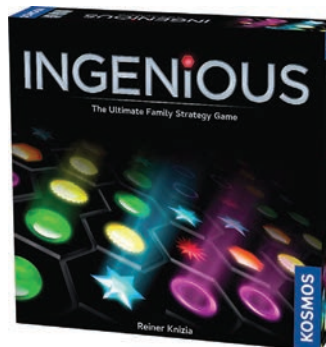


PYRAMIDO

Pyramido is a tile-placement game in which each stage of the pyramid creates connections between them. Players take turns choosing from the available dominoes to create their pyramid. To maximize their points, players must match the jewel icons on the dominoes and place their markers of the same colors to activate the scoring areas. Each choice of domino and its positioning has a significant impact since the previous stages influence the score throughout the game. Scheduled to ship in September 2023.

LUM PYR01ENFR\$34.99

THAMES & KOSMOS



INGENUOUS

Ingenuous is an abstract tile-placement game in which the players take turns placing tiles in the shape of two connected hexagons into a hexagonal grid on the board. The game includes 120 domino-style tiles, each consisting of two hexagons connected along one side. Each hexagon has one of six colored symbols in it, with most tiles having two different colored symbols and some having two of the same colored symbol. This highly awarded, international bestseller has been redesigned with a plastic board.

TAK 696116\$39.95

THUNDERWORKS GAMES

ROLL PLAYER ADVENTURES

Roll Player Adventures is a cooperative storybook board game for 1-4 players set in the world of *Roll Player*. Players inhabit characters, face challenges, and make decisions that will change the story as they progress through 11 core Adventures and a replayable Side Quest. *Adventures* does not require the *Roll Player* base game or any of its expansions to play. Pick from one of six pre-generated characters, or import a favorite *Roll Player* character and take them on a heroic journey.

THUNDERWORKS
TWK 4500\$159.95





ROLL PLAYER ADVENTURES: GULPAX'S SECRET EXPANSION

Roll Player Adventures: Gulpax's Secret is a new seven-adventure campaign for the critically-acclaimed, cooperative storybook board game for 1-4 players. Players take on the role of fantasy heroes to face new challenges, explore new environments, meet new characters in the world of Ulos, and make meaningful decisions that change the story. Scheduled to ship in December 2023.

TWK 4502\$64.95

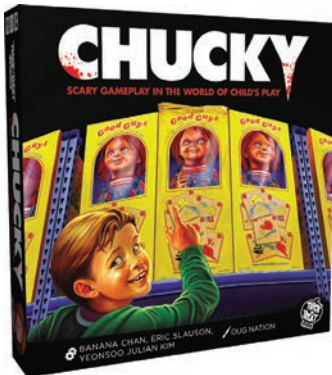


ROLL PLAYER ADVENTURES: NEFRAS'S JUDGEMENT EXPANSION

Nefras, the snake-faced goddess of judgment, rules over the realms of Dream and Memory. She observes all souls in the planarverse to discover their true nature and reward them accordingly. But Nefras is not the goddess of Justice. She does not bring order to the lawless or punishment to the wicked. Instead, the scale-faced one merely assesses the hearts of all heroes and empowers them with appropriate gifts. Scheduled to ship in November 2023.

TWK 4501\$49.95

TRICK OR TREAT STUDIOS



CHUCKY: SCARY GAMEPLAY IN THE WORLD OF CHILD'S PLAY

In this game you will compete to score the most points while facing the infamous Chucky. As Survivors you will gather evidence in Headlines, Research, and Clues to prove Chucky's existence and your innocence. Can you outsmart the murderous doll and escape his wrath? Scheduled to ship in November 2023.

TOT CPB01\$59.95



HALLOWEEN: A HIDDEN MOVEMENT BOARD GAME - MINIATURES

This set includes 7 miniature figures, each one standing 40mm tall from base to top. Characters included: Michael Myers, Laurie Strode, Dr. Samuel Loomis, Bob Simmons, Sheriff Brackett, Lynda Van Der Klock, and Annie Brackett. These miniatures can be used in the *Halloween: A Hidden Movement Board Game* (TOT HHB01) or for display! Scheduled to ship in December 2023.

TOT HMM01\$24.95



UNIVERSAL MONSTERS UNCHAINED DBG

Introducing *Universal Monsters Unchained*, a thrilling deck-building game that brings iconic creatures like Frankenstein, Dracula, and the Mummy to life! Engage in strategic card play and explore exciting synergies as you build your monster deck. Chain powerful abilities together to outmaneuver your opponents and claim victory. With each turn, unleash attacks, play skillful combinations, and acquire new cards to bolster your monster arsenal. Will you master the art of deckbuilding to become the next apprentice of the Universal Monsters? Unleash your inner monster and experience the thrill of *Universal Monsters Unchained*! Scheduled to ship in November 2023.

TOT UDB01\$39.95

STARFINDER



STARFINDER FLIP-MAT: LIVING STARSHIPS

Ever have the urge to grow your own plant starship? This double-sided map features a pair of living starships that players can claim as their own..

PZ07340 MSRP \$16.99



STARFINDER FLIP-MAT: MINING OPERATION

Whether a critical site for an evil mega-corp or an abandoned asteroid dig with a hidden secret, there's always something worth discovering in a mine.

PZ07339 MSRP \$16.99



STARFINDER ENHANCED

Enhance your Starfinder experience! This book expands on fundamentals like core classes and starship combat and introduces all-new systems.

PZ07122

MSRP \$44.99



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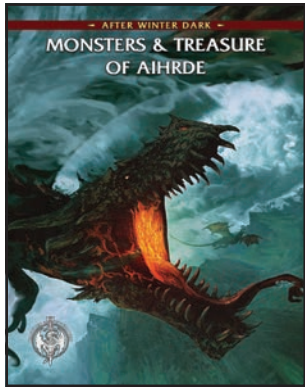
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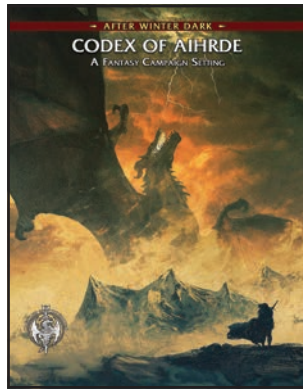
TROLL LORD GAMES



AFTER WINTER DARK: MONSTERS & TREASURE OF AIHRDE

Within *Monsters & Treasure of Ahrde* lies a veritable host of legendary monsters. Each entry comes fully detailed with descriptions, habits, treasure, combat, special abilities, details on culture where needed, as well as a special section on each monster's place in Ahrde.

TLG 80193.....\$39.99



CODEx OF AIHRDE

The Almanac introduces you to the world of Ahrde, from the cosmological stand point, the world itself and its many diverse peoples, and then at last to the Lands of Ursal, called the Cradle of the World for here humans first mastered the Arcane. The Andanuth is generously sprinkled with stories and tales of gods and men, dwarves and goblins, war and peace. You'll not wonder what happened before...you'll know.

TLG 81262.....\$49.99

TWOGETHER STUDIOS



COOL COOL COOL

In *Cool Cool Cool*, you and your friends are in a tongue-twisting, fast-drawing, card-slapping competition. Who can gather the most cards by the time someone is eliminated?

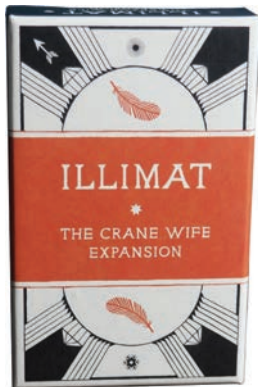
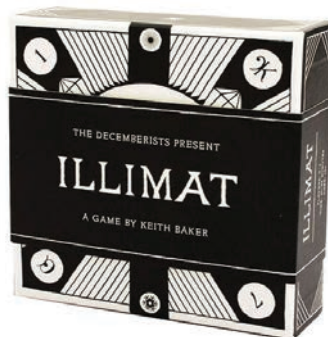
TWO COOL.....\$13.99

ILLIMAT

SECOND EDITION

If you've ever enjoyed hearts, bridge, or gin - *Illimat* will feel both familiar and like nothing you've played before. Designed by Keith Baker in partnership with the band The Decemberists. Illustrator Carson Ellis.

TWO 1000.....\$28.95



THE CRANE WIFE EXPANSION

An expansion to *Illimat* featuring additional luminary cards, metal tokens, an a cloth bag, and rules variants.

TWO 1001.....\$11.99



THE FALSE BARON'S SET

Illimat: The False Baron's Set features six additional Luminary options for *Illimat*, bringing new strategies and surprises to your experience.

TWO FALSE.....\$11.99

ULTRA PRO INTERNATIONAL



DUNGEONS & DRAGONS: LEGENDARY FIGURINES OF ADORABLE POWER LOLTH

Scheduled to ship in November 2023.

UPI 19999.....PI



DUNGEONS & DRAGONS RPG: PREMIUM DUNGEON MASTER'S SCREEN

Scheduled to ship in February 2024.

UPI 19460.....PI

DUNGEONS & DRAGONS: THE DECK OF MANY THINGS

Scheduled to ship in November 2023.



BLACK STITCHED PLAYMAT ALTERNATE COVER ARTWORK

UPI 38065.....PI



PLAYMAT FEATURING: STANDARD COVER ARTWORK

UPI 38064.....PI



WALL SCROLL FEATURING: STANDARD COVER ARTWORK

UPI 38212.....PI



70CT TAROT SIZE DECK PROTECTOR SLEEVES

UPI 38213.....PI



CHARACTER FOLIO FEATURING: STANDARD COVER ARTWORK

UPI 38211.....PI

MAGIC THE GATHERING CCG: SECRET LAIR JUNE 2023 PLAYMAT

Scheduled to ship in August 2023.



GOBLIN LACKEY

UPI 38119.....PI



GOBLIN MATRON

UPI 38120..... PI



MUXUS, GOBLIN GRANDEE

UPI 38122..... PI



GOBLIN RECRUITER

UPI 38121..... PI



SHATTERGANG BROTHERS

UPI 38123..... PI

POKÉMON TCG: SCARLET & VIOLET 1

Scheduled to ship in August 2023.



4-POCKET PORTFOLIO

UPI 16065..... PI

POKÉMON TCG: SCARLET & VIOLET 2

Scheduled to ship in August 2023.



4-POCKET PORTFOLIO

UPI 16067..... PI



9-POCKET PORTFOLIO

UPI 16066..... PI



9-POCKET PORTFOLIO

UPI 16068..... PI

UPPER DECK ENTERTAINMENT

SPOTLIGHT ON



LEGENDARY DBG: MARVEL - WHAT IF? CORE SET (STAND ALONE)

Welcome to our long-awaited new core set: *Legendary: What If...?* This set is based on the hit Disney+ animated series *Marvel: What If...?* which is part of the Marvel Cinematic

Universe and inspired by the classic *Marvel What If...?* Disney+ series. This 350-card Set includes brand-new content and contains everything you need to play the game. You will explore parallel realities and significant moments around the multiverse from the Marvel Cinematic Universe. Now, you can team up with heroes to undergo a journey far beyond the limits of this world. Scheduled to ship in October 2023.

UDC 10955..... PI

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VS SYSTEM 2PCG: MARVEL - ZOMBIES

In this 55-card installment to the *Marvel Zombies* Story Arc, the Hunger has turned our beloved Super Heroes and Super Villains into dangerous Monsters. Ready to explore with freshly undead? Scheduled to ship in November 2023.
UDC 16568..... PI

WARLORD GAMES

BOLT ACTION

Scheduled to ship in October 2023.



A24 COMET MEDIUM TANK

WLG 405101001 PI

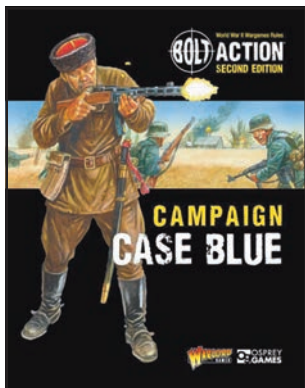


AMD PANHARD 178 ARMoured CAR

WLG 402415501 PI

AUSTRALIAN ARMY (FAR EAST) WEAPONS TEAMS

WLG 402211204 PI



CASE BLUE CAMPAIGN BOOK

A supplement for the award-winning World War II wargame, *Bolt Action*, focusing on the Axis offensives through Eastern Ukraine and into the North Caucasus. This campaign book for *Bolt Action* contains new linked scenarios, rules, troop types, and Theatre Selectors, providing plenty of options for novice and veteran players alike. .

WLG 401010025 PI



CENTURION MK III MAIN BATTLE TANK

WLG 405118001 PI



FRENCH ARMY

INFANTRY

WLG 402015504 PI

STARTER SET

WLG 402015503 PI



FRENCH RESISTANCE WEAPONS TEAMS

WLG 402215509 PI



GERMAN HEER WEAPONS TEAMS

WLG 402212014 PI

PANZER IV AUSF B/C/D

WLG 402012056 PI



RENAULT R35 LIGHT TANK

WLG 402415502 PI

WIZARDS OF THE COAST

SPOTLIGHT ON



HARDCOVER



DUNGEONS & DRAGONS RPG: PLANESCAPE - ADVENTURES IN THE MULTIVERSE

Infinite realms of immortals and impossibilities, the Outer Planes brim with celestials, fiends, gods, and the dead - and they're all just a step away. Enter a portal to Sigil, the City of Doors-an incredible metropolis where portals connect to every corner of the multiverse. *Planescape: Adventures in the Multiverse* contains everything a Dungeon Master needs to run adventures and campaigns set in Sigil and the Outlands, as well as new options for players who want to create characters prepared to explore the planes.

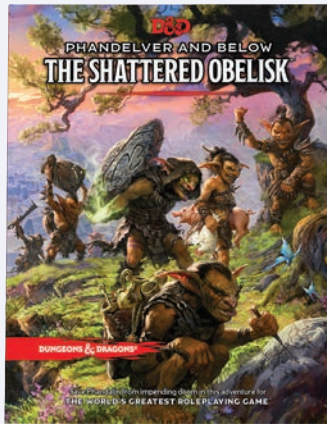
HARDCOVER WOC D24370000 \$85.00

ALTERNATE HARDCOVER WOC D24380000 \$85.00



ALTERNATE

SPOTLIGHT ON



HARDCOVER



ALTERNATE

DUNGEONS & DRAGONS RPG: PHANDELVER AND BELOW - THE SHATTERED OBELISK

Uncover a new threat to Phandalin in this timeless dungeoncreeper adventure for the world's greatest roleplaying game. *Phandelver and Below: The Shattered Obelisk* is a high-fantasy adventure for levels 1-12 that begins in the beloved town of Phandalin as it faces unimaginable danger. The heroes soon learn that the cult of a malevolent entity has set its sights on transforming Phandalin into the capital of its evil empire. To save the town from oblivion, the heroes must uncover a nefarious plot and confront the otherworldly cultists directly.

HARDCOVER

WOC D24330000.....\$59.95

ALTERNATE HARDCOVER

WOC D24340000.....\$59.95

MAGIC THE GATHERING CCG: THE LORD OF THE RINGS - TALES OF MIDDLE-EARTH

SPOTLIGHT ON



JUMPSTART V2 BOOSTER DISPLAY (18)

Lord of the Rings: Tales of Middle-earth Jumpstart Vol. 2 Booster Box contains 18 *The Lord of the Rings: Tales of Middle-earth* Jumpstart Vol. 2 Boosters. Each booster has a theme. Just grab two packs and shuffle them together for wild combos and a unique gameplay experience that's great for a quick game, for long-time fans looking to jump back in, or for a fun way to learn to play. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D21250000.....PI



SPOTLIGHT ON



SPECIAL EDITION COLLECTOR BOOSTER DISPLAY (12)

This *The Lord of the Rings: Tales of Middle-earth* Special Edition Collector Booster Box contains 12 Special Edition Collector Boosters. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D21270000.....PI

SPOTLIGHT ON



SCENE BOX INNER (4)

The Lord of the Rings: Tales of Middle-earth Scene Boxes contains 6 Traditional Foil Borderless Scene Cards, 6 Art Cards, 3 Set Boosters, and a paper display easel. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D15260000.....PI

WIZKIDS/NECA

DUNGEONS & DRAGONS ONSLAUGHT

DELUXE TREASURE CHEST ACCESSORY

Carry your *Dungeons & Dragons: Onslaught* loot tokens, item cards, and dice in style with this highly-detailed pre-painted treasure chest. Featuring a snap-fit clasp and ample interior space! Use it to add thematic flair to drawing loot tokens during a game of *Onslaught*, or use it to store your game components! Selling points: Adds immersion when looting chests in *Onslaught*! Perfect for carrying *Onslaught* or other game components, like dice, tokens, cards, and minis! Scheduled to ship in September 2023.

WZK 89714.....\$19.99



SPOTLIGHT ON



NIGHTMARE OF THE FROGMIRE COVEN - MAPS & MONSTERS EXPANSION

This expansion set is a companion to the *Dungeons & Dragons: Onslaught* Harpers vs. Zhentarim core set, featuring stunning monster miniatures, a new double-sided game board, and eight sinister scenarios designed to freeze your blood and test your tactical acumen. Fight your way to the frightening Frogmire, with removable tentacles and eyestalks that let you switch between underwater and above water versions! It also features a new deck of item cards to swap with the core set item cards, providing new abilities, and adding the danger of cursed items! Scheduled to ship in October 2023.

WZK 89722.....\$89.99

SPOTLIGHT ON



DUNGEONS & DRAGONS: 3" PLUSH CHARMS - WAVE 3 DISPLAY BY KIDROBOT (24)

From the rich lore of *Dungeons & Dragons*, these 3" plush charms feature famous monsters made miniature and look great attached to anything. Wave 3 includes Mind Flayer, Tarrasque, Intellect Devourer, and Flumph. Which monster will accompany you on your travels? Roll for initiative and find out! Scheduled to ship in December 2023. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 68344 PI

DUNGEONS & DRAGONS: DRIZZT AND GUENHWYVAR 13" PLUSH BY KIDROBOT

Drizzt, the drow ranger, is a formidable force for good in northern Faerun; his plush form even wears his iconic fur-brimmed green cloak that he rarely leaves home without! Drizzt is also accompanied by his own plush pet in the form of his beast companion Guenhwyvar, the black panther who is summoned by his Figurine of Wondrous Power. With this plush at your side, you will be sure to go on some fantastic adventures and you will be in great company while you do so! Scheduled to ship in November 2023.

WZK 68341 PI



SPOTLIGHT ON



DUNGEONS & DRAGONS: ICONS OF THE REALMS - JOURNEYS THROUGH THE RADIANT CITADEL MONSTERS BOXED SET

The Radiant Citadel is a scintillating beacon of hope and goodwill that shines brightly within the misty confines of the Ethereal Plane. Whether exploring the Radiant Citadel or one of its connected homelands, you can bring those adventures to life with the new *D&D Icons of the Realms: Journeys through the Radiant Citadel - Monsters Boxed Set*. This set includes remarkable monsters characters might encounter in the Radiant Citadel or the interconnected lands beyond. Scheduled to ship in December 2023.

WZK 96272 \$89.99

JOKKMOKK: THE WINTER MARKET

In *Jokkmokk: The Winter Market*, you gather your family for a lovely trip around the folk festival. Each player gets two meeples representing their family members, who will move around the board to gain experiences, food, souvenirs, and more. Two decks will be used to populate the market as the game progresses from the morning to evening. Claim trinkets and souvenirs as you visit vendor stalls! The game board is lined with vendor stalls, each with a card representing its wares. Scheduled to ship in October 2023.

WZK 87581 \$34.99



WYRD MINIATURES

MALIFAUX 3RD EDITION

Scheduled to ship in September 2023.



BEYOND THE OTHERSIDE EPANSION

WYR 40014 \$35.00



HEXBOWS

WYR 23121 \$24.00



KIMON ALLEGIANCE BOX

WYR 40401 \$100.00



ICONIC - DARK HARVEST THE CARVER

WYR 19014 \$50.00



ROTTEN HARVEST - IT'S ALIVE!

WYR 21431 \$60.00



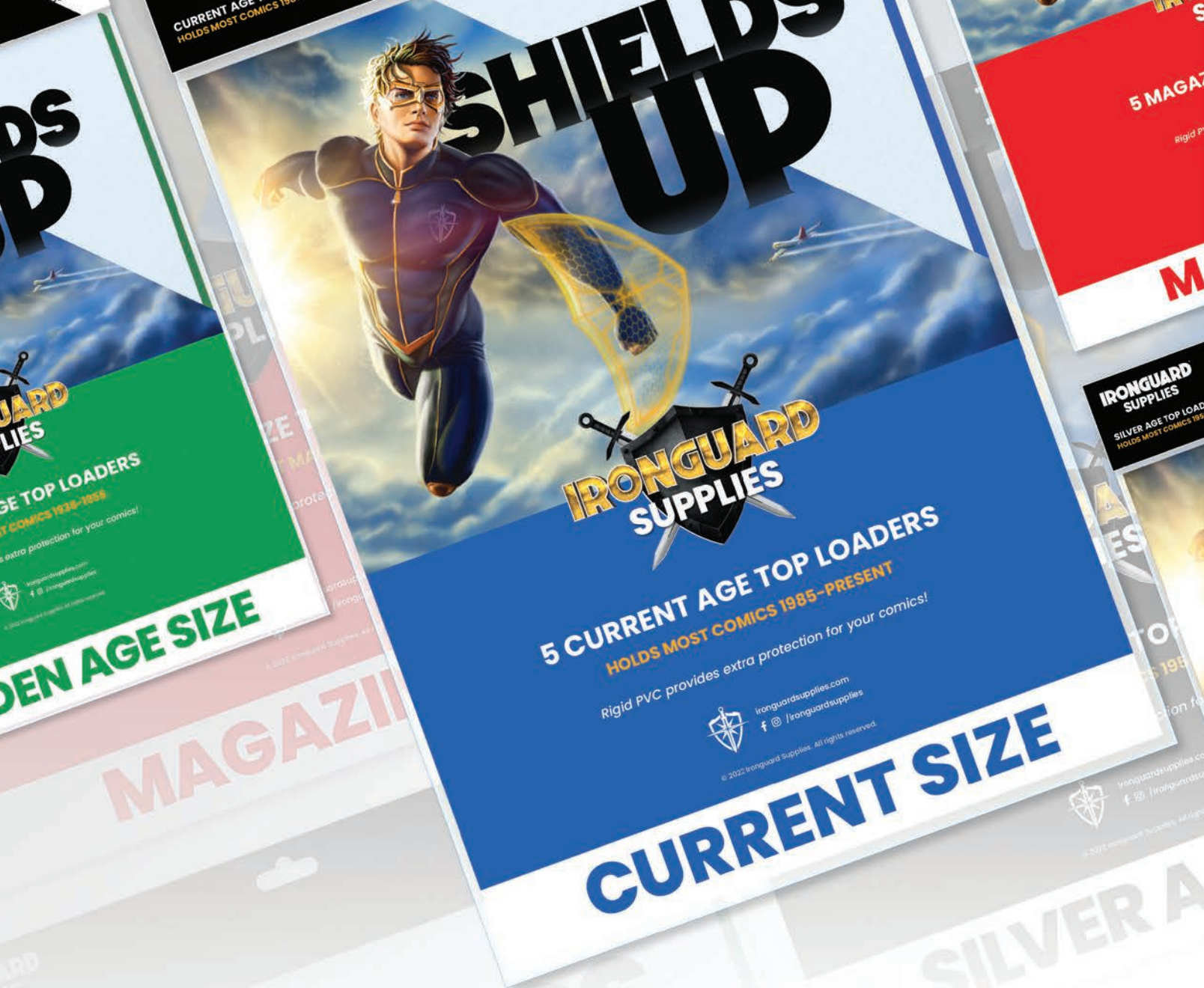
JOHN WATSON

WYR 23130 \$15.00



YAKSHA

WYR 23825 \$28.00



Everyone knows the days of keeping unbagged comic books lying around are long gone – bags and boards are a forgone conclusion in this modern world of collecting. But what about when a bag and board aren't enough? Do you want to lie awake all night worrying that your comic is developing irreversible stresses that will reduce its value a thousandfold? You need something a little tougher to keep that comic safe, and Ironguard Supplies has just the thing. In addition to a full range of bags and boards in all sizes, Ironguard now offers comic toploaders, rigid sleeves that will keep your comic protected from even the most unforgiving longbox. Sleep easy, my friend.

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TESSERACT

KEY STRATEGIES

TESSERACT

SND 1010..... \$54.99 | Available September 2023!

TESSERACT, coming soon from Smirk & Dagger Games, is one of the most collaborative cooperative games we've ever seen. Where some co-ops can be subject to a single player taking over to quarterback everyone's activities, such a strategy will likely *hurt* your chances of winning Tesseract. The result is a dynamic game, with no downtime between turns, because each player is actively playing every turn together, looking for opportunities that may have been missed by the others. So, what opportunities can tip the balance in your favor? What strategies should you hold in your heads as you approach this challenge? Well, dear reader — press on.

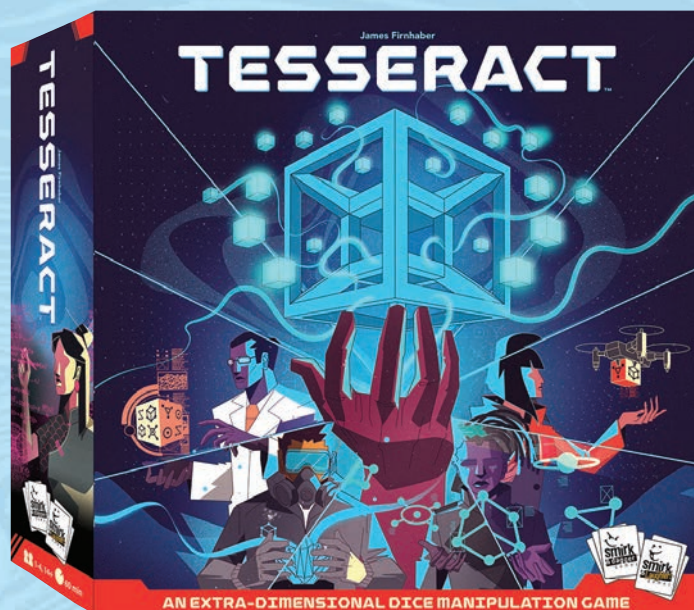
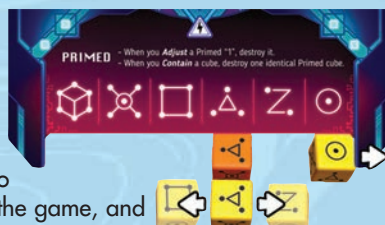
THE TESSERACT

Standing atop a rotating platform at the center of the playing area is an impressive cube of 64 colorful custom dice, emblazoned with alien iconography that give it a mysterious other-worldly feel. This is the Tesseract, an alien artifact that is priming itself to tear a hole in time/space and destroy us all. You are Researchers from around the world, trying to puzzle out how to shut it down. It's a game of dice manipulation — and one of your key Actions is to Remove individual cubes off the Tesseract and place them in your Lab. There you can adjust their values, trade them with others and, importantly, place them into the Containment Matrix. The trick of which is to carefully regulate how many cubes you pull off the Tesseract. Remove the last one before you fill the Containment Matrix, and you've lost. But looming as the bigger problem is that at the bottom of every column of dice on the Tesseract is a Threat icon, which when revealed will activate to make your life hell. The Threats may have you immediately Prime another cube in a chain reaction — or destroy a certain value die in every player's lab, etc. You want to stall the Threats as much as you can, so the quicker you deplete the dice, the quicker you hasten your demise.



THE PRIMED AREA

Filling the Containment Area with one cube of each color and value is how you win the game but, more often than not, players will **LOSE** the game because they failed to manage the Primed Area sufficiently. At the end of each turn, the Tesseract sheds one cube of the lowest height and value and rolls it into the Primed Area. If the Tesseract manages to roll a value that creates a stack of three or more of that value, a Breach occurs. It only takes 7 Breaches to destroy time/space and lose the game, and



this problem can escalate quickly. So, while you struggle to contain cubes — spend enough of your Actions to mitigate this risk. Even the action of Containment can help. If you Contain a cube with the exact color and value of a cube in the Primed Area, it will destroy one. So, an excellent strategy can be to look at the Primed Area before containment, to see if a quick adjustment will result in a matching cube that can be destroyed! But now, let me turn that logic upside down. Later in the game, you may have stacks of two or more dice on a number of columns. For example, two "6"s, two "5"s and two "4"s has a 50% chance of a Breach at the end of the turn. It is interesting to note that if a **PLAYER** creates a column of three or more cubes of a value, it will not Breach, giving players a risky choice. In the above example, you could adjust the values of a "6" and a "4" to both be "5"s. It won't Breach as a result — and now, your odds of Breach are just 1 in 6.



RESEARCH CARDS

Research cards are earned throughout the game, often as LVL 2 cards. These are useful free actions that can help in a pinch. But one of the most underutilized Actions a player can take is Study. It allows you to trade in a Research card for one of the next





higher level. The pink LVL 4 cards are extremely powerful and could well tip the scales in your favor — so don't forget to Study for them.



COMMUNICATION

As we said at the outset, collaboration is the key. To win, you'll likely need to discuss each player's turn as a group to find the synergies and the opportunities to gain an edge. You'll be asking for and offering help on other player's



turns, planning who can best contain which cubes, and suggesting which cubes to remove — or to leave for others. There is so much information, between unique character abilities, earned Research cards, the Primed area — even the different perspectives viewing the Tesseract, that no single player can hold all the information at once. Players who think only about their own individual turns will lose — badly. Above anything else, communication will increase the odds of a win and prepare you to face the even more difficult modes of *TESSERACT*.

TESSERACT delivers a unique, puzzle-driven challenge that can only be won with careful planning, a little luck, and a lot of collaboration. Order yours today.



...
Curt Covert is the owner of Smirk & Dagger Games and the designer of *Cutthroat Caverns*, *Hex Hex*, and *Nevermore*, just to name a few. For the past 20 years, he has been shaking up game tables with unique game experiences, eye-grabbing table presence and a desire sweep you up in the world of the game.

THE LORD OF THE RINGS

Ravensburger

THE LORD OF THE RINGS: ADVENTURE BOOK GAME

RVN 60002037 \$34.99 | Available Q4 2023!

The Lord of the Rings Adventure Book is the latest title in the Ravensburger Adventure Book series (following *The Princess Bride* & *The Wizard of Oz*). How this epic film trilogy was translated into an 8-part immersive game is an exciting tale of its own.

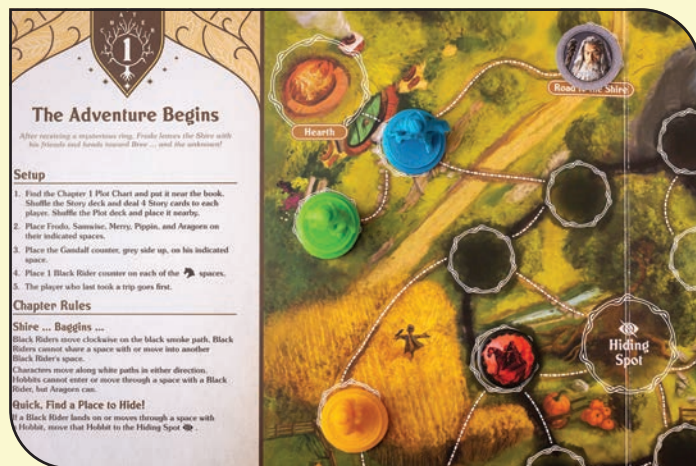
How did you get involved in the project?

Jay: Ravensburger asked if I would be interested in designing The Lord of the Rings Adventure Book Game. Ravensburger is a publisher I've always wanted to work with and designing a Lord of the Rings game was on my Game Designer Bucket List. How could I say no?

Marcus: My good friend Jay Little gave me a call and asked if I'd like to co-design a game with him for Ravensburger. I said sure, absolutely. Then he told me the IP and I was over the moon.

Describe your design process from idea to prototype.

Marcus: For this project, I immediately rewatched the whole of the extended versions of the trilogy. For my personal design process, I try to replicate the 'on table' experience as much as possible even in my early prototypes. When I got to something I considered acceptable to show to others, I created a digital version for Tabletop Simulator. Almost all of the playtesting was done online. Jay and I would each build our chapters for the format and try them out with each other and Shanon (the Ravensburger Game Developer). Anything passing our initial tests would then get uploaded to Discord for the playtesters to try out.



How did you distill down to only 8 chapters?

Jay: This was incredibly difficult! We created a detailed design document and listed all the events and the action that were "must have" story elements. Then we looked for ways to combine some of the ideas into concepts we felt best reflected not only specific moments but supported the sense of scale and variety of the narrative.

What was your favorite chapter to design and why?

Jay: Easily Chapter 3: The Mines of Moria. I knew I wanted there to be two fights going on at the same time, forcing players



to split their attention and actions between Aragorn, Gimli, and Legolas handling the cave troll while Gandalf faces the Balrog.

Marcus: Chapter 6: Helm's Deep. The tenor of the scene is a valiant battle, orchestrated by a series of cascading retreats and standoffs. Gandalf's arrival with the Riders of Rohan ultimately turns the tide, but the men in the fortress had to hold out long enough for it to happen. Figuring out how to get that feeling, recreating the story beats, and making the characters feel powerful, but overwhelmed by superior numbers, was a fun challenge to put together.

If you could have designed 1 more chapter, what would it have been?

Marcus: I'd have loved to do a chapter entirely inside Gollum's head fighting with Smeagol over what they should do with Frodo, Sam and their quest to destroy the Precious. That scene in the movie is genuinely a crowd pleaser and translating that character's internal turmoil and madness into a whole chapter could have been very weird and very fun.

Jay: I think there are some interesting things you could do with the encounter where Gandalf learns of Saruman's betrayal and his own dark desire for The One Ring, and eventually Gandalf escapes with the help of the Giant Eagle.



What was your biggest design challenge?

Marcus: The prior two adventure game books were filled to the brim with great ideas... that we simply could not use lest we repeat what the audience has seen too closely.

What was your biggest design accomplishment?

Jay: Having a persistent sense of Corruption was an important design goal for me. The One Ring is almost its own character, and its presence is felt throughout the story. I think we did a great job of



making The One Ring tempting as Wild Cards but also as unique effects in each chapter. The Corruption track also provides great replay value.

a note to tell me how much they enjoy the game or mention how immersive it felt.

What is your favorite moment from seeing the game out in the wild?

Marcus: I honestly love anytime someone tells me which Chapter they struggled with the most and the feeling they had when they finally beat it.

Jay: I watched the end of a game where a group of players decided to power through all 8 Chapters in one session. They ended up losing the campaign, but immediately flipped back to Chapter 1 to play again.



Marcus: Adding the extra powerful abilities for the Ring cards to each chapter enhanced that feeling and the temptation to use them. We made sure each special power was far better than any single card could replace and incredibly useful for its specific Chapter. It's the idea we collaborated most closely on, and it set the tone for the whole project.

Now that the game has been at some conventions and out in the world, what has been the reaction?

Marcus: Exactly what I hoped but didn't dare to dream. People understood what we were trying to do and thought we nailed it. Surely there are deeper, longer Rings games, but this one puts the emphasis on fun first and progresses players through the whole story pretty quickly.

Jay: It has been amazing. It's been rewarding to see so many positive reviews and comments from YouTube game reviewers and sites like BoardGameGeek. I've even received some fan mail from players who have been lifelong fans of *The Lord of the Rings* and just dropped



Who is your favorite character from the films?

Marcus: Sam is literally perfect; no notes. But for second place I'd have to go with Gimli. Always authentic and up for a brawl despite the fact virtually everyone he fights is twice his height. You never have to guess what he's thinking.

...

Grab your colored pencils, it's time to solve a MURDER!



AN EXQUISITE CRIME: A SURREAL STORYTELLING EXPERIENCE
RGS 02587 \$40.00 | Available September 2023!

As a paranormal detective, your visions can be the key to solving cases that have been deemed unsolvable by authorities. You and the paranormal detectives in the Griffinly Society have been hired by authorities to assist in solving a murder, but will you be able to let the spirits guide you and your team to the answer that closes this case? In *An Exquisite Crime: A Surreal Storytelling Experience* you and your fellow paranormal detectives need to work together to decipher clues to help solve a mystery using only teamwork, your wits, and your sketches.



From the wonderfully creative minds that brought you *Alice is Missing*, Banana Chan and Sen-Foong Lim have made another clever, intriguing, and collaborative game with engaging roleplaying aspects that deserves to be shared and played during any game night. *An Exquisite Crime: A Surreal Storytelling Experience* is reminiscent of games like *A Quiet Year* and *A Fake Artist Goes to New York*, with the players' drawings being tangible artifacts of their playthrough



experience. Collaboratively, players draw sketches of the victim, the suspects, witnesses, and the scene of the crime, which help them uncover the secrets that are locked away in each case.

An Exquisite Crime also brings roleplaying mechanics to the game, ensuring no plays will ever be quite the same. No GM is needed, one player just needs to learn the rules and teach them. Players spend the first 15 minutes of the game creating their characters, choosing their setting, and creating the inhabitants that live in the world. This can be done with the help of the six unique scenarios that come with the game, though, completing these scenarios doesn't mean the game is over! Players can use the formula of the pre-set scenarios to create their own worlds, creating infinite possibilities and unlimited re-playability!

The first step in the game is determining the setting which can be done by using the 6 scenario packs: *Something is a Foot*, *A Murder Most Fowl*, *Ms. Fishmonger in the Library with a Candlestick*, *Triple Indemnity*, *Vegas: America's Favorite Desert Mirage*, and *Vancouver: Born to be Wild*, or by using their imagination and inspiration from the 6 scenarios.

Character building is also made simple as players choose the character they want to play and equip themselves with a special Secret. Traits are assigned to characters using Zener cards. Zener cards are cards with symbols that were used by Karl Zener, a perceptual psychologist. He used these cards to test people to see if they have extrasensory perception, also known as ESP. Using these



cards allows players to test their own ESP to see if they can guess the symbols. Guess right, you get the trait at the top of the card. Get it wrong, no worries, there is a trait on the lower half of the card for your character. How cool is that?

Now it is time to interpret some visions and get to drawing. Players will contribute to drawing their interpretation of a vision card and completing one panel of the drawing (top, middle and bottom). The vision card is created by using the vision deck as inspiration to combine 5 words into a specific sequence: (Adjective) (Noun) (Verb)

your story takes place. In a single play session, two to four players will dive into the strange and surreal world that they have created. Time to break out your detective caps and tune into the spirit world, it is time to solve a mystery!

In this game cases can range from being silly and goofy to dark and scary, and not all players are comfortable with mature themes containing murder, death, the occult, the paranormal, autopsy and crime. No worries, this game is truly made to be fun and comfortable for all players. Scenarios can be toned up or down, and players have a say about the content being discussed using the "X" and the "O" cards. These cards are put out in a place accessible to all. If at any point a player is uncomfortable with what is going on, all they need to do is tap the "X" card. This signals to rewind and redo the current scene. On the other hand, if a player is really enjoying a scene, they can tap the "O" card to signal that they would like to see more of what is happening in the scene. There are scenarios included that also fall more in the light hearted and silly category, so if players are looking for something a little less serious, are looking for something that is appropriate for younger folks, the core set includes scenarios that are more light hearted than others, though all scenarios can be calibrated to contain less mature themes.

In a single play session, two to four players will dive into the strange and surreal world that they have created. Time to break out your detective caps and tune into the spirit world, it is time to solve a mystery!

(Adjective) (Noun). One player will describe and draw a new vision card while other players complete a panel of the Phantasmagraph. The Phantasmagraphs are paneled sheets divided into three sections consisting of a top, middle, and bottom. The trick is, the page is folded so only one pane is visible at a time. They are passed around the table until they are complete. Each panel has a prompt to help guide the artist who also utilizes descriptions coming from the player who is looking at and drawing the current vision card. The drawing that is created by the table will help solve the case!

This all may seem a bit intimidating for our non-artist gamers. But not to worry, all you stick figure artists, this game takes place in a surrealistic world where any type of art helps solve the mystery. Technical drawing ability is NOT what makes this game fun. What makes this game is the ability to work with your teammates to create a collaborative piece of art that reflects the surreal and wild world where

PATHFINDER®

END OF YEAR PRODUCT ROUNDUP

WIZKIDS

It has been a booming year for Paizo, and WizKids is proud to continue supporting the *Pathfinder* universe through its variety of product lines. 2023 marks the 10th year of *Pathfinder Battles* pre-painted miniature sets, with set 24 closing out the year by introducing a brand-new *Battle Box* format. *Pathfinder Deep Cuts* finishes out its 3rd year of unpainted, pre-primed offerings with a tempting group of unique sculpts waiting to be brought to life by your paintbrush. This year also debuted *Pathfinder Legendary Cuts* for customizable sprue miniatures, including the monster multi-pack allowing for 18 unique goblin figures, with some more exciting figures to come. Here's a look at what's in store for *Pathfinder* in the final months of 2023.

PATHFINDER BATTLES

LEGENDARY CUTS

Legendary Cuts miniatures are highly detailed, customizable figures, created with more experienced hobby painters in mind. These miniatures are supplied unassembled and unprimed, and provide multiple options for building the figure, as well as mixing and matching parts across different miniatures in the *Legendary Cuts* line. Our October release features new 2-count figure packs for fierce defenders of law and order in the form of allies and enemies alike.

HELLKNIGHT

Hellknights are among the fiercest warriors in the Inner Sea region, as they have emerged from hell-forged trials ready to serve as faceless bastions of law wherever chaos might threaten to rear. Hellknights are disciplined individuals who seek to maintain order and quell chaos.

SEELAH, FEMALE HUMAN CHAMPION

Inspired by the knights of Iomedae, Seelah left behind a past of thievery and mercenary work to instead serve the goddess Iomedae to fight for justice and honor. As a reformed lawful champion of good, she provides certainty and hope to the innocent.



PATHFINDER BATTLES

DEEP CUTS™



Pathfinder Battles Deep Cuts come with highly detailed figures, primed and ready to paint out of the box. These fantastic miniatures include deep cuts for easier painting. The packaging displays these miniatures in a clear and visible format, so customers know exactly what they are getting. This November brings a terrifying group of monsters looking to inflict deep cuts to your adventurers, once you've filled their cuts with color of course.

WOOD GIANT

14 foot tall, 1,200-pound giants dedicated to the protection of nature. While they may look intimidating, they are kind to those who show respect and care for wild places.



MAGMA SCORPION

Whether skittering through Abyssal wastelands or basking in the searing sand of the deepest deserts, magma scorpions have charred carapaces constantly emitting vision-warping waves of heat.

URDEFHAN LASHER & DEATH SCOUT

Violent warmongers, occultists, and poisoners that dwell within the Darklands. Created in eons past by the mysterious First Horsemen of the Apocalypse, they serve as agents of the end times within the Material Plane.



PLAGUE ZOMBIE & SKELETAL CHAMPION

Wretched undead infested with hideous contagions and a hunger for destruction.



BUILD YOUR ARMY!



PATHFINDER

PLUSH  by kidrobot

Made of the softest premium plush materials, *Pathfinder* brings more fuzzy friends to life for heroic hugs and epic snuggles. Last year's plush debuted the Kobold and Goblin, iconic *Pathfinder* baddies that captured fans' hearts as they flew off the shelves. Come November, more fan favorites will get to cozy up with customers in the form of famous iconic character companions.

DROOGAMI

After a history of taming beasts that threatened her allies, Lini, the iconic gnome druid of the Green Faith was a reliable defense against the dangers of the wild. But when a stealthy snow leopard bested her while traveling, her companions fled and left her for dead. After receiving a cryptic prophecy from the voice of an unseen fey woman witnessing the encounter, the beast unexpectedly ceased its attack. Droogami then became a loyal companion to Lini, assisting her dedication to preserving the natural world.



WHIRP

Forged by the iconic half-orc inventor Drogen as an adventuring assistant after losing an arm and an eye to a devastating shipwreck, this clockwork construct is packed with utility. Serving its creator as a traveling toolbox, as a reliable lookout, or as a combustible explosive able to withstand the blast of its own bang, you can rely on this little one to protect your character sheets being ambushed by spilled soda at your next game session.



PATHFINDER BATTLES FEARSOME FORCES

Pathfinder Battles: Fearsome Forces Battle Box introduces a new configuration for randomized boxed miniatures. This release has two product configurations: the *Single Miniature Booster* (one random miniature) and the 12 count *Battle Box* (contains 12 *Single Miniature Boosters*). The set contains 18 collectible pre-painted figures of recognizable foes including serpentfolk, skeletons, nagaji, and more!

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PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

EPISODE #61: MECHANICAL MONSTERS

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajewski, and occasionally by other painters who each bring great advice and their own style to the conversation.



PREHISTORIC ROBOTS?

We've been working on getting a copy of *Horizon Zero Dawn: The Board Game* for quite a few months now, highlighting its popularity! I mean who wouldn't want to play a board game populated by robotic animals of all shapes and sizes?

When deciding on the color scheme for these miniatures, I looked directly at the box cover for my inspiration. I'm a big fan of the "hard sci-fi" look of these creatures – dark silver and black internal workings covered in pale armor plates suggestive of some kind of plastic or ceramic composite material. This look is popular in many science fiction settings, including *Star Wars*.

When working with large areas of high tonal contrast (black vs. bone/white) there are two main ways to go about it. If you are confident in the way you paint pale bones and whites over a dark basecoat, then you can start with a black primer, highlight the metallic areas, and then carefully build up your armor plates. This approach can be time-consuming but will also give a strong looking finish.

For this example, I chose the second option, where we start with a light primer coat (or two) and focus on painting black and silver over that. I think this approach is much better if you are looking to paint a batch of models quickly, which most of us are looking to do for our gaming.

The miniatures used as examples on these pages are from *Horizon Zero Dawn: The Board Game* from Steamforged Games. The artwork to the left is a piece of fan art by pixelcharlie from Deviantart.





I started with a coat of The Army Painter Skeleton Bone spray primer.



I then sprayed a layer of The Army Painter Matt White spray from above, leaving the Skeleton Bone showing in the shadows.



I accentuated some of the shadowed areas and recesses with some The Army Painter Soft Tone.



I then used The Army Painter Broadsword Silver Speedpaint over the metallic areas.



I then painted all of the black areas with The Army Painter Grim Black Speedpaint.



And finally, I carefully picked out the various details like eyes and various colorful markings, and painted the base black.

INSPIRATION FOR LICENSED PROPERTIES

When painting our miniatures, we might typically paint them exactly the way they are depicted on the box or in the rulebook, or we can paint them however we like! I've often found a great option to be a blend of the two.

Rather than slavishly following the particular schemes for each model, I look at other elements of the artwork, such as clothing, or landscapes to draw my inspiration from.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



DOCTOR WHO: NEMESIS (GF9 DWN01)

From Gale Force Nine, reviewed by Eric Steiger



14 & Up



2 - 4 Players



45 - 90 Minutes



\$60.00

I should preface this review by saying I'm not a huge Doctor Who fan. I've seen a few episodes here and there, enough to know who the principal villains of Nemesis are, but not much beyond that. However, it's a good game and like Gale Force Nine's other licensed offerings, you will like it even if you aren't familiar with the property it's based on...and you'll love it if you are.

At the beginning of the game, you take on one of four of the Doctor's chief antagonists: the Weeping Angels, the Cybermen, the Daleks, or the Master, and select between two different versions of them (such as Davros or the Emperor for the Daleks). You'll create a unique deck based on your villain and version choice, making for a great deal of asymmetric play and a lot of replayability. You'll also add four cards for each of two randomly selected iterations of the Doctor to your deck, and take the matching tokens to remind you which versions of the Doctor are opposing you.

On your turn, you'll move your Nemesis token to one of the four locations on your board, which will determine the actions you take later that turn. This is generally some combination of drawing cards, playing a specific card matching a criteria of some kind, moving cards, or gaining tokens. Once done, you'll get to play or move a



Minion; Minions can only be played to your own board but can later be moved to an opponent's to contest their locations and try to prevent their actions (a location contested by an opponent loses one of its printed actions; a location contested by a Doctor loses both). Then, you get to start a Conflict, by choosing a contested location. During the Conflict, you will add up your Minions' power, plus a d6 roll, and compare it to your opponent's — the loser's Minions are thwarted and discarded. Additionally, the Doctor and/or Companion(s), if present, will act against all Minions at a location; however, if you can thwart and capture the Doctor, it can represent a major power swing and bring you closer to victory.



Speaking of victory, you may be asking at this point, "how do I win?" and the answer is tricky, but elegant: there is no standard victory condition. Instead, every player's deck contains a Nemesis Scheme card, indicating that faction's route to victory. To win, you need to play your Nemesis Scheme, then fulfill its Win condition. Alternatively, each Doctor has a victory condition (a Hero Scheme) that any player can fulfill, making playing a Doctor against an opponent a careful calculation of risk vs. reward. Finally, each deck also has two Scheme cards based around capturing the Doctor — if you have any two different versions of the Doctor captured and play it, you will win.

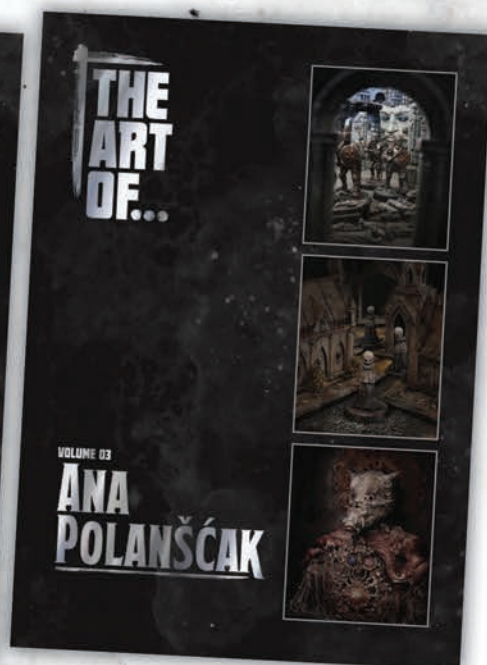
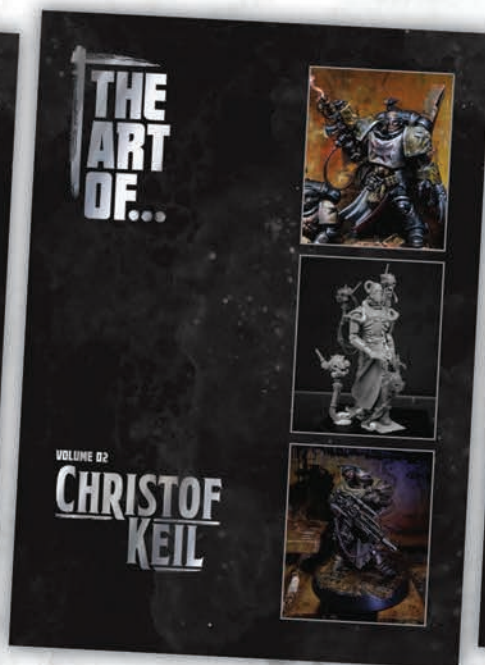
Ultimately, this is a game about control and positioning — contesting key opponents' locations to deny them actions and resources, while using your locations to move you closer to completing your Scheme. One of the nice things about this game is that often, asymmetric games with individual goals feel like multiplayer solitaire, where players race to fulfill their own victory conditions and have very few options for direct interaction to sabotage their opponents. Here, that's not at all the case, and I have just enough knowledge of the series to appreciate just how thematic a Daleks vs. Cybermen grudge match is. However, this can also lead to a kingmaking scenario if you are not careful.

If you are a fan of the series, you'll want to check out *Doctor Who: Nemesis*. While not a perfect game, it is dripping in theme, and very good at creating the kind of narrative fans will enjoy crafting.

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Eric is your friend, and friends wouldn't let you play bad games.





THE ART OF...

THE ART OF... Is a series of high-quality hardback books, lavishly illustrated with hundreds of photos of wonderfully painted miniatures from some of the most creative and innovative artists in the world!

Each book presents not only finished pieces from these artists, and the occasional tutorial on how they achieved their results, but they also dive deep into the reasons behind their amazing approaches.

These books are part of a growing series, with three new volumes being added each year. Over time they'll become an invaluable source of inspiration and a solid resource for painters wanting to start on their own journey into color, light, and story-telling!

\$38 MSRP
(**\$47 FOR VOLUME 01**)

DAVETAYLORMINIATURES.COM



ACQUIRE (RGS 02575)

From Renegade Games Studios, reviewed by John and Isaac Kaufeld

 12 & Up	 2-6 Players
 90 Minutes	 \$50.00

Acquire is back! The classic game of building businesses, buying stock, and merging companies returns in a gorgeous new edition fresh from the minds at Renegade Game Studios.

Considered one of the best board games ever designed, Acquire's latest incarnation arrives just in time to celebrate the game's 60th anniversary in 2024. It features some call-backs to previous editions that fans will appreciate, plus a new way to play that throws classic strategies out the window and levels the field for new players.

Grab your room key and get ready to check out the pool. Here are the top five things you need to know about the hotel business in the newest version of Sid Sackson's famous Acquire.

A RETRO AESTHETIC

Although the game went through many editions and graphic designs since it first appeared in 1964, the basic look and feel of Acquire always stays the same — and Renegade proudly kept the tradition alive.

The board is black plastic with 12 columns by 9 rows of raised squares, each marked in white with the appropriate column and row identifier from 1A (upper left corner) to 12I (lower right corner). On each turn, the current player adds a light gray tile to the board by placing it over the matching raised square. The raised square holds the tile in place.

Compared to the vibrant, artistic boards typically seen in modern games, the plain black, white, and gray color scheme seems almost old-fashioned, but the game's player experience draws you in so completely that you'll honestly never notice the colors.

**CASH IS KING**

Winning a game of Acquire means, well, acquiring the largest stash of cash by the end of the game. (I know you saw that one coming, but I hate to disappoint.)

Players start with an equal bankroll of \$6000 each. Over the course of the game, players invest their money in various hotel stocks, hoping that those stocks increase in value.

They also hope to be one of the main stockholders in the hotels when those companies merge with others on the board. Mergers are also the fastest way to grow the value of a stock, since the number of tiles in a hotel chain govern its stock price.

PLAYING THE GAME

To open the game, every player takes a random building tile from the supply and places it on the board. The player whose tile is closest to 1A goes first. The starting tiles stay in play on the board and are available to create hotel companies (more about that in a moment).

Players then draw hands of six tiles. The first player places one tile from their hand onto the board. The tile might start a new hotel chain, add to an existing hotel chain, merge two (or more) hotel chains, or simply sit by itself as an independent building. Next, you can buy up to three shares of available stock in any hotel chain. Finally, you draw a replacement tile and end your turn. Play continues around the board in clockwise order.

YOU STARTED A COMPANY!

When you place a new tile next to a lonely tile sitting by itself (an independent building), you start a hotel chain. You get to choose any available company, place its headquarters building on one of the tiles, and take a free share of stock. Congrats!

The company you choose determines how much the stock costs. Suppose the new hotel has two tiles in it. In that case, the economy hotel stock costs \$200 per share, mid-range stock is \$300 per share, and the luxury hotel stock is

\$400 per share. The luxury hotels provide bigger bonuses at merger time, but the economy chains help you accumulate stock more quickly for less money. There are trade-offs galore in Acquire.

STOCK MAKES MERGERS MAGIC

Mergers give players a fast way to grow their hotels, but that's just the beginning. Mergers are also how to get quick cash or even find your way out of a bad investment.

Once you buy hotel stock, you can only sell the stock when that company is merged into another one. Mergers happen when any player puts down a tile that connects two companies orthogonally (diagonals don't count). In a merger, the smaller company's headquarters comes off the board.

Next, all players count the amount of stock they have in that company. In the new Tycoon Mode, the top three players get a stockholder bonus; Classic Mode only pays the top two.

Finally, players decide what to do with their now-defunct stock. They can sell it to the bank for the price it was immediately before the merger, trade it two-for-one for stock in the new company, or hold onto it and hope that someone brings that company back into play.

VERDICT

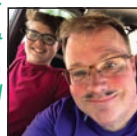
Renegade did an amazing job with this version of Acquire.

The new Tycoon Mode rules make this version my all-time favorite. Paying three bonuses with every merger instead of two might seem like a small thing, but it makes a big impact on player choices. Getting even a small cash infusion at the right time is enough to boost a player's position and put them on the path to a win.

Whether you're a long-time fan or a budding aficionado, you need this game on your shelf. Acquire earns our highest recommendation. You'll love it!

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



AVAILABLE FALL 2023



RAUHA (HBG GGRAU01EN)

From Grrre Games, reviewed by Brian Herman



10 & Up



2 - 5 Players



45 Minutes



\$44.99

There's something truly magical about when a plan one has constructed comes together. Seeing the hard work one has toiled for pay off into dividends makes all the effort worth it. That's how I tend to feel about engine-building games. When I start, it often feels like work, like an uphill climb — but in the end, reaping the benefits of all that effort is immensely satisfying. It's with this mindset I approached Rauha, an engine-builder with the backdrop of terraforming a world's biome to appease ancient gods and prepare for life to flourish once again. Step into the role of a wizened shaman with me and let's get to it.



To set up Rauha, each player is given a player biome board with alternating “star” and “moon” notches built in around the edges and takes a player avatar to be placed at the first notch. A scoring board is placed into the center of the play area, with the various “Divine Entities” placed around it. Small satellite boards are placed between each player with a “star” and “moon” symbol on each side and four “Age I” cards are dealt to each. All players are given 4 energy crystals to use as currency, and the game can begin.

Gameplay in Rauha is asynchronous, meaning all players take their turns at the same time. Each player draws the stack of cards from their satellite with the matching symbol as the current notch on their biome board. Each player then chooses one of those cards to play to their individual biome or to discard for a static bonus, putting the rest of the cards back on the satellite board for a future turn. Cards in Rauha have a variety of effects, but almost every single one has at least one symbol. At any point a player completes a row or column of three of the same symbols, they gain the favor of one of the “Divine Entities” near the scoreboard and can gain that

one next to their player board for different rewards. In addition, once all players have placed their card, each player triggers any spaces on their board in the same row or column as their current player avatar.



This is where the engine-building comes into play. Do you play cards immediately in the row or column where your player avatar is for immediate benefit, or do you try to complete rows and columns elsewhere to gain the favor of the “Divine Entities?” The answer is a bit of both, balancing each item for the greatest benefit. Every 3 turns as the player avatar moves around the board and hits a corner, all players must score their board, triggering any “Spores” that have been placed on any different spaces as well triggering any gained “Divine Entities” again. Also at this time, players compare the number of “Water” symbols, with victory points being awarded based on the difference between how much water each player has. After the first two sides of the board are gone through, future rounds are played with Age II cards, with greater costs and rewards, scaling appropriately as the endgame approaches.

Rauha has so much of what I love about games: Asynchronous gameplay, multiple paths to victory, and no two games are ever alike. The “Divine Entities” mechanic is intriguing, as the Entities are fickle, bouncing back and forth between players that complete rows and columns. The “Spores” mechanic allows players to build engines that will keep paying off round after round, letting the biome build into a solid strategy as the game progresses.

The cardstock and materials quality are top notch, with the “floating” boards placed at setup allowing great flexibility for adjusting the needs of the table footprint instead of a single large gameboard in the center of the table. The theme of the game is incredibly strong, as the player biome board initially received is barren with just a couple abilities and grows to a flourishing ecosystem by the end of the game. This is the basis of Rauha's strongest appeal, building a biome that will over time pay for itself to thrive. Despite my best efforts at defining a single path to victory, there appears to be none. You must play the cards you get and hope for the best in a truly unique experience. If that sounds appealing to you, then give Rauha a try, you won't be disappointed.



Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.

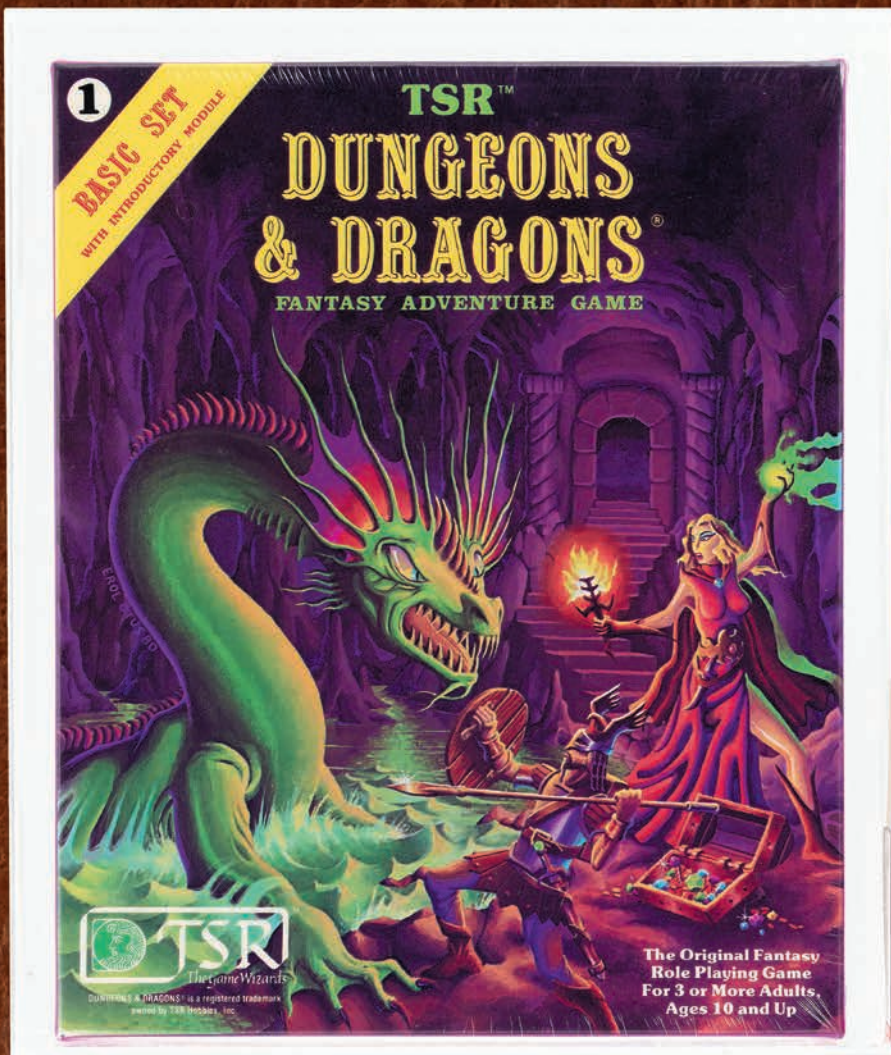


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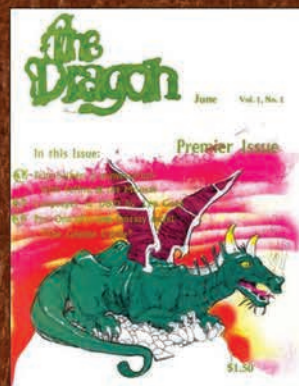
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LEAF (WCG 021)

From Weird City Games, reviewed by Whitney Grace

 10 & Up	 1 - 4 Players
 30 - 45 Minutes	 \$40.00

Forests are inspirational places that serve as the setting for many story mediums, including tabletop games. While forests elicit fantastic and mysterious feelings, they are magic enough by being nature bastions. Weird City Games understands the true magic of the forest with a game about leaf litter and changing seasons appropriately titled Leaf.

Players embody the wind and use their breezes to loosen leaves from branches. Leaves are then connected by their tips to form an essential layer of life for ground-dwelling organisms. By connecting leaves, players can attract animals, grow mushrooms, gain sunlight, or climb mighty trees. Once winter arrives the object changes to collecting as many acorns as possible to care for the hibernating and dormant creatures. Whoever gathers the most acorns wins the game.

It's not surprising Leaf has attracted so many fans; the story is absolutely wonderful (and educational), the components are original, the art is gorgeous, and gameplay is absorbing. Included in the box are one animal mat, one leaf mat, one tree board, four player squirrels, four player aids, 13 north wind cards, 36 leaf cards, 48 animal cards, 32 leaf tiles, 58 acorn tokens, 25 sun tokens, 60 mushroom tokens, one season marker, and one start player token.

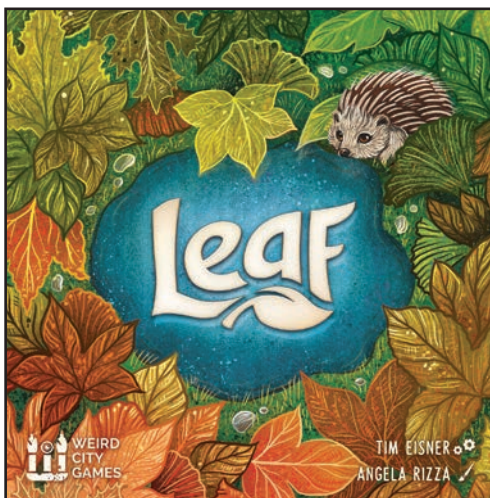
The tree, leaf, and animal mats are all placed at the edge of the play area. The season marker is put in the starting area on the animal mat. Each player selects a color, takes the corresponding squirrel pawn and finding aid, 15 mushroom tokens, and is dealt three cards from the shuffled leaf deck. The leaf deck is placed face-down near the leaf mat while the animal deck is shuffled, placed face down, and five cards are placed face up on the animal mat. The leaf tiles are sorted by shape face down on their mat except for the starting leaves (indicated by a wind symbol on the tile backs) and the top leaves (indicated by a leaf symbol). The starting leaves are placed face up on the piles. The starting leaves are set in the play area center with two leaf tips touching.



On each turn, the player plays one of their leaf cards, takes the top leaf shown on the card, and puts the leaf tile in the play area connecting at least two tips. When a leaf is connected, the player then takes leaf actions. Leaf actions are based on the colors the newly placed tile touches. Green leaves allow players to draw a leaf card, yellow leaves give sun tokens, brown moves squirrels up the mighty tree to collect extra tokens, red leaves grow mushrooms, and orange

gives an additional animal card. The player can also advance the season with three sun tokens during their turn.

During the warmer seasons it's vital to grow mushrooms to collect acorns in winter. It's also beneficial to have animals to keep the forest healthy.



As the seasons advance towards winter, occasional frost spells force players to select one animal to hibernate in the winter den. Players only earn points for animals in the winter den. Winter comes one of two ways in the game; either the season marker crosses the winter line or the third leaf tile pile is depleted. When winter begins players continue until everyone has had an equal number of turns. There's one final frost before the game ends.

Acorns are tallied and combined from the numerous actions in Leaf. They're earned by climbing the mighty tree, growing mushrooms on leaves, animals hibernating in the winter den, and from sun and leaf cards.

Leaf has many intricacies in gameplay but they're considerably easy to master. The

detailed play actions are definitely for older kids and adults who love a combination of simple storytelling, strategy, and puzzle assembly.



Leaf's gameplay is enough to make it fun, but the truly remarkable part of this game are the leaf tiles. Yes, there are other games that require players to assemble a game from tiles but none of them double as a self-designed art puzzle. Weird City Games released a standard 52 card deck with the art from Leaf, but they could do the same by releasing the leaf tiles as a standalone game like dominos, solitaire, or mahjong tiles. The leaf tiles could also double as a puzzle or art medium like the multi-colored plastic tessellation tiles used in math classes. This makes even more sense because Leaf also has a solo play mode.

Weird City Games definitely knows how to rustle out remarkable games and storytelling from the forest. What's great about Leaf is it restores the curious wonder we have about nature that school turns into boring, hard facts. Plus making patterns with leaves is as cool as when the frost comes!

...

Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed kiwi bird.





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EVERYDAY HEROES RPG HARDCOVER (EVL 01000)

From Evil Genius Games, reviewed by Thomas Riccardi

 14 & Up	 2 - 5 Players
 60 - 90 Minutes	 \$59.99

Where other people run from danger, you run towards it. Whether you solve problems with an immense amount of firepower that would level a city block or someone that uses their mind as their ultimate weapon, you're ready to deal with whatever obstacles come your way. Do you have what it takes to be an Everyday Hero? Find out with the latest role-playing offering from Evil Genius Games!

This massive hardcover volume coming in at over 400 pages has everything that you will need to create heroes and craft exciting worlds, as well as an easy-to-learn rule system with enough adversaries to make your players sweat.

The book is split into three sections: the first deals with creating your ideal hero. You begin with the concept of the character that you would want to play by selecting the archetype for your hero; there are six to choose from such as Strong, Agile, Tough, Wise, Charming and Smart. Each of these archetypes has a dominant character trait; for example, an Agile character would have a high score in Dexterity. There are six traits that each hero possesses, and they are Strength, Dexterity, Constitution, Intelligence, Charisma and Wisdom. There are three ways to determine the scores for each, ranging from a point-based system, assigning values to each attribute, or just simply rolling for each of the traits.

Next you can determine your character's background, not just to flesh out your hero but to give them special attributes, gear, and a special feature as well. Heroes also have a job and selecting one will not only determine what gear you start out with but also your wealth level (which you can use to buy more gear). Lastly, a few finishing touches and your hero is ready to go into the world and deal with whatever evil comes their way.

The second section of the book contains the rules and provides you with everything you will need to allow your heroes to look awesome. From driving cars to shooting weapons, this system will allow you to perform all manner of amazing stunts with varying levels of difficulty.



The GM assigns a Difficulty Class or DC to a given task and also determines if they have advantage or disadvantage. If the player has advantage, they roll two d20 dice and pick the higher result, if not they only roll one die. (No matter the result, a roll of 20 is always considered a success while a 1 is always considered a failure.)

The last section of this book deals with running the game and this gives the GM all sorts of tips and tricks on how to host an intense game. From dealing with chases,

to premade enemies of all shapes and sizes, you will be able to run a great game no matter the setting. In fact, instead of just pre-made bad guys such as thugs and assassins there are also enemies dealing with the past such as dinosaurs and from the future like aliens. There is even a section on how to create adventures so if you don't know where to start crafting your world you can use this as a stepping-stone. This system is flexible so there are no limits to the settings you can create from fantasy, modern, sci-fi and horror or a combination of them; the only limits are your imagination.

And that's not all — the folks over at Evil Genius Games have promised various cinematic adventures based on some of your favorite movies. Ever wanted to stalk your prey in the jungle alongside John Rambo or fight against massive kaiju in the Pacific Rim? You can do that in these adventures!

These books will also have new rules, classes, professions, and a wealth of information on the game world so you can run the best adventures.

With a flexible game system and a myriad of class options Everyday Heroes is a system that you need to check out and experience for yourself. For more information on this and other great products head over to <https://evilgeniusgames.com> and get ready to be an everyday hero.

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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One lucky winner will receive a copy of *The Texas Chainsaw Massacre* game and Minis set, courtesy of Trick Or Treat Games! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on August 29th and will close on September 25th, so don't delay!

Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again)."



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No purchase necessary to enter. Contest is open to continental U.S. and adjacent Canada residents only. All local, state, and Federal taxes will be the sole responsibility of the prize winners. All prizes will be awarded. Prizes may be substituted. Prize winners will be drawn from all eligible entries. Odds of winning are based on total number of contest entries. *Game Trade Magazine*, *Game Trade Media*, and AGD are not responsible for late, lost or otherwise damaged entries. Entrants agree to allow their entries to be featured in *Game Trade Magazine* and/or *Game Trade Media* without additional compensation or permission, as well as name, photograph, and/or likeness for promotional purposes. This contest is void where prohibited, regulated, or restricted by law in a manner inconsistent with its purpose and rules. *Game Trade Magazine*, *Game Trade Media*, Alliance Game Distributors, and Diamond Comics Distributors employees are ineligible to win. An adventure is only an inconvenience rightly considered. "Who will win, and what will be left of them?"

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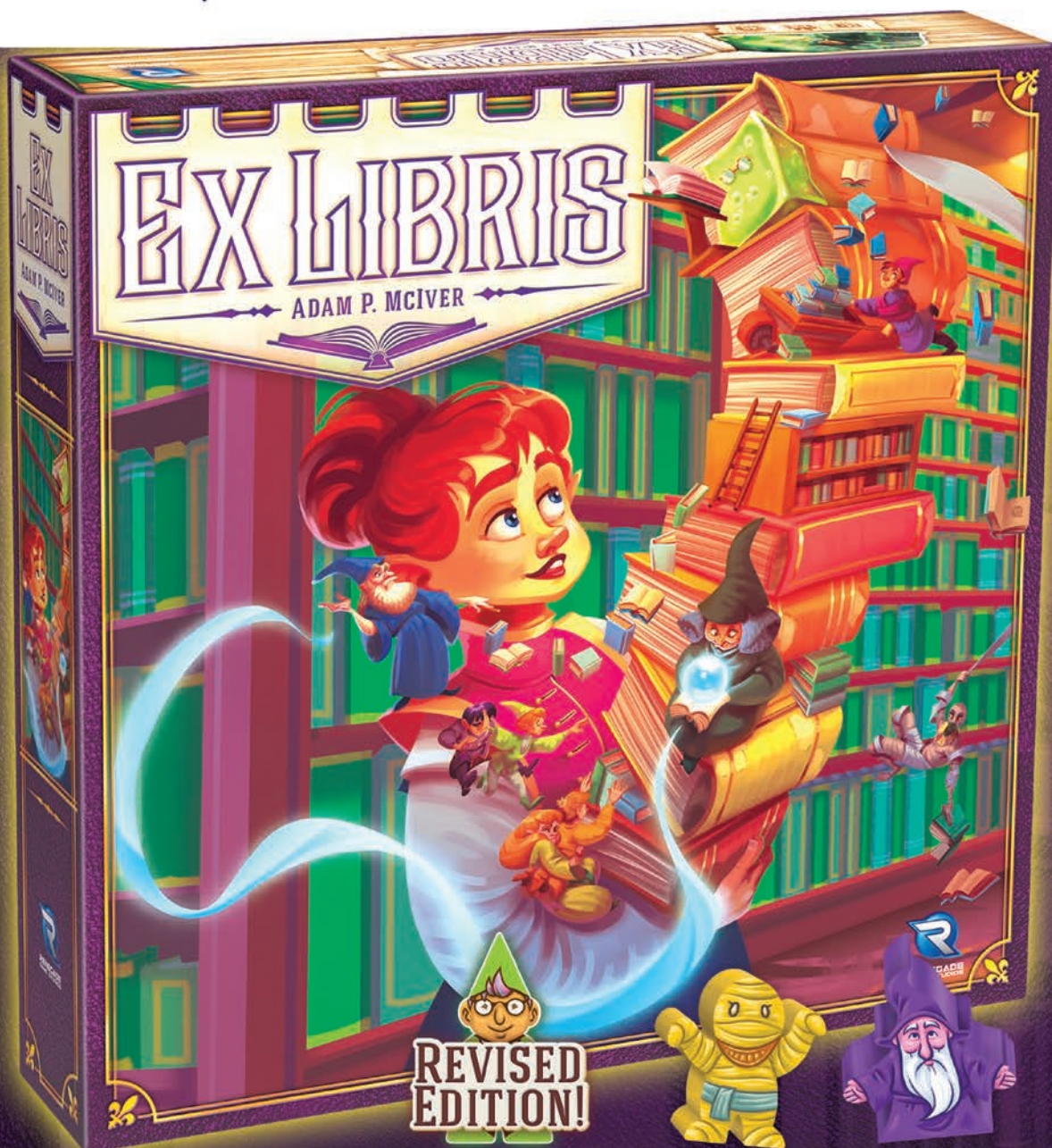


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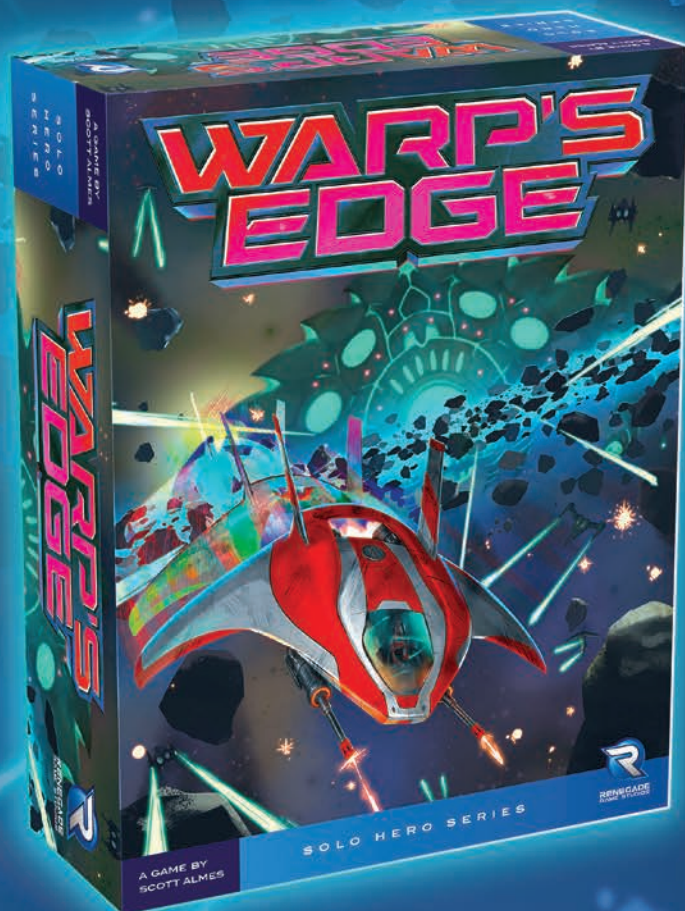
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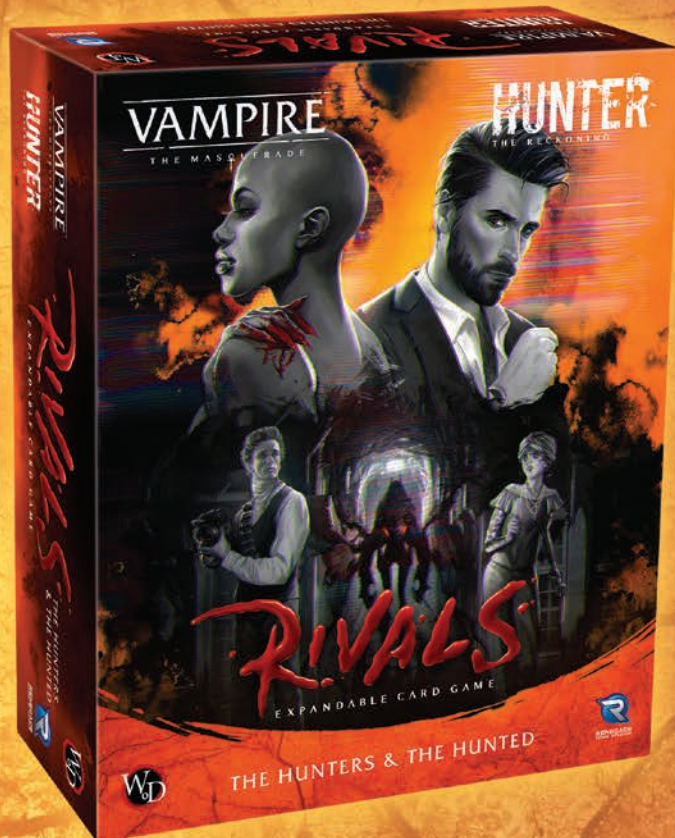
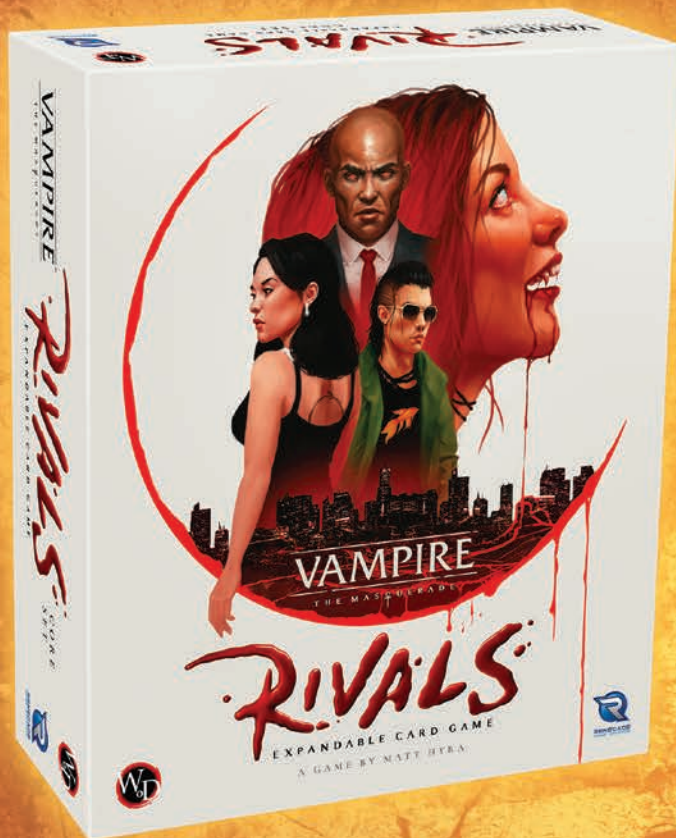
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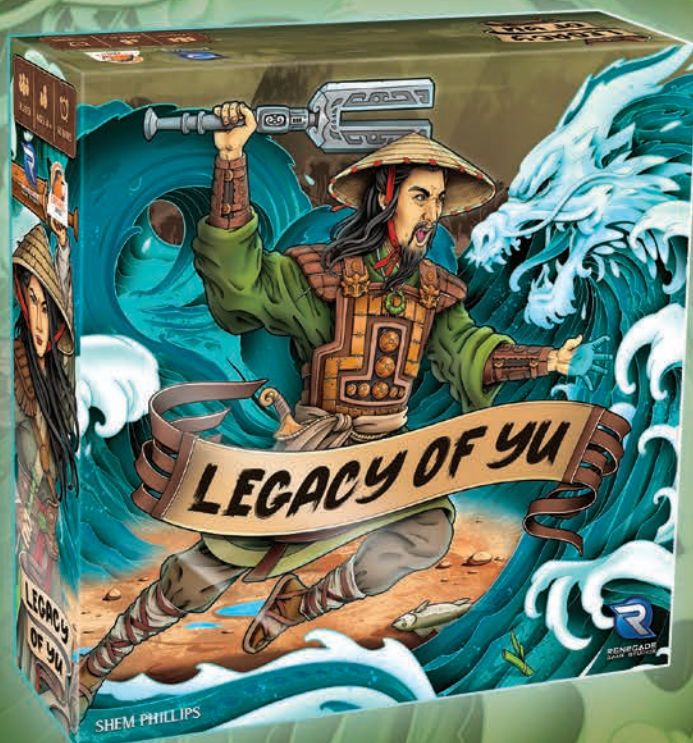
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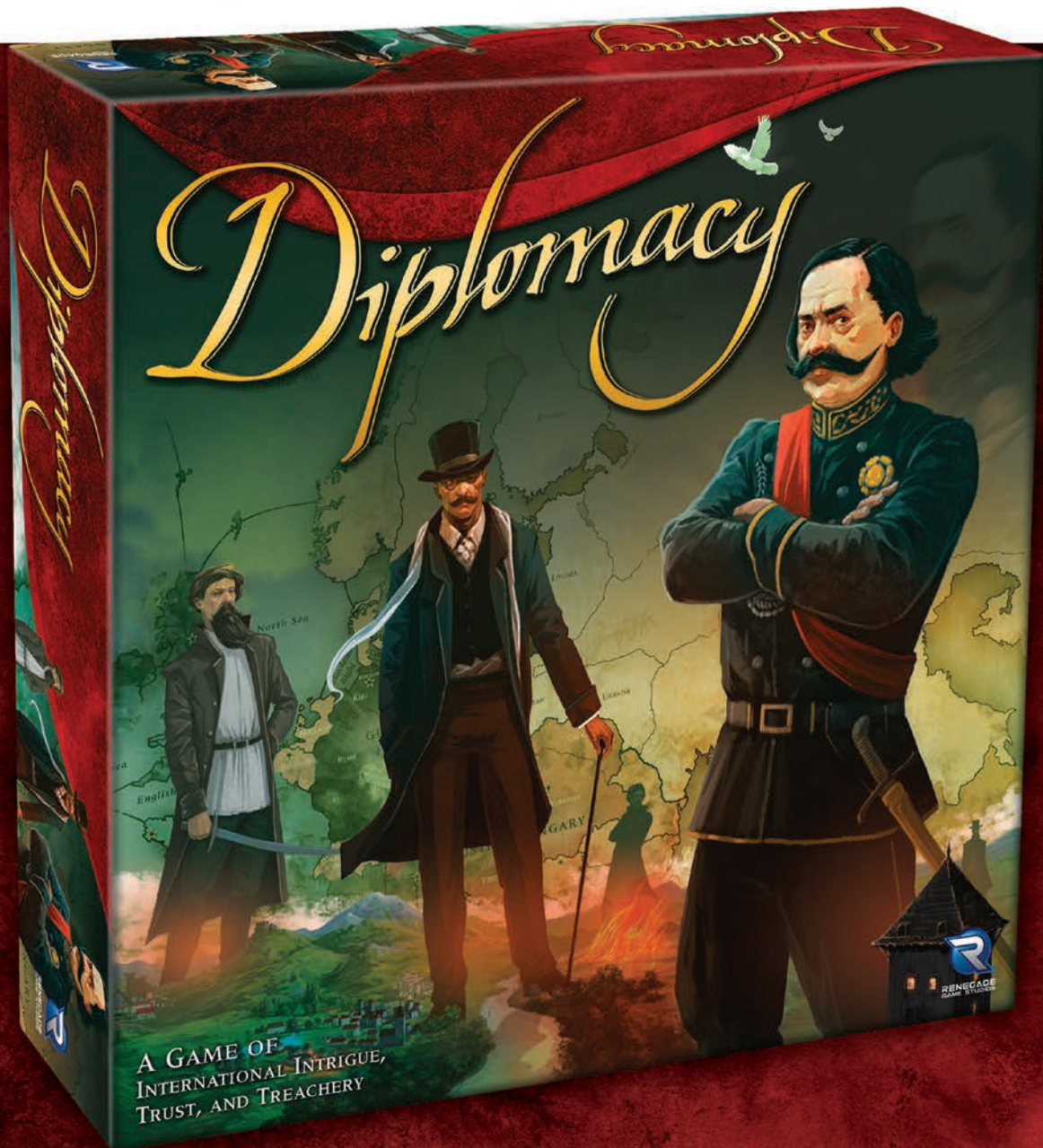


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